EF14

Horrorfurence

...do you fear
what lurks in the night?

Ringberg Hotel
Suhl, 2008

BLUEPANTHER
July 2007

Crocuta

A Gathering of (Were-)Wolves!

Dear Reader,
Hello, and welcome to Eurofurence 14! I'm not sure how many people actually read what I'm writing in this column, or when. Perhaps you're one of the few who actually read this book before the convention is over. Perhaps you have just checked into your hotel room, taking a few minutes to relax and read this editorial. If that is the case, I wish I could read your mind. How do you feel? And most important, what do you expect from us? How do you anticipate Eurofurence 14 to be?

Everyone was pretty much blown away by Eurofurence 13. I think I can confidently say that it was our biggest success to date. We were snowed under with praise, both during the con and afterwards. We got called "best con in the world" and other flattering things that would have made even the most supercilious chairman blush and say, "Woah, hold your horses! We don't deserve this!".

So this year's million-dollar question for me was: How are we supposed to follow up on such a success? How high will expectations rise, and how can we possible be able to meet them? Won't everyone expect EF14 to be "Eurofurence 13 Part II - Bigger Longer and Uncut"?

Hollywood has taught us that if you try to attach a sequel to an already concluded story, the result may be bigger, longer and perhaps even uncut… but stale. What makes a story – an event – fresh again? Rumor has it that there is neither a magic formula nor any kind of secret ingredient to instantly make a con awesome.

But there is. The secret ingredient is ***you***. We've done our best to set the scene. But now it's your turn to claim the stage! We want you to go out there and have one hell of a party! You know how to do it!

yours faithfully,
Sven "Cheetah" Tegethoff
(The Chairman)

Rules of Conduct

Badges

Eurofurence strives to give as many people as possible a fun time. That's why we would like to encourage polite and friendly behavior. Please always wear your badge. Think of it as your admission ticket. If you fail to show your badge when security asks you to, you might be asked some uncomfortable questions.

General Conduct

Eurofurence likes to present itself as a professional convention. We hope that each attendee has all the fun that our wide-ranging community can provide. Please be aware of how your actions reflect on the convention and how they may impact or affect others. We take pride in our appearance and we want you to as well while still having fun. Offending newcomers, visitors and hotel personnel is not appropriate. Impressing them with how much fun and enthusiasm we have in our fandom is. What you consider to be acceptable behavior may not be so for others. We encourage that courtesy from all participants in our community.

Please also be considerate of other furs, hotel staff, and uninvolved folks, and consider what kind of material (comics, art, or sketchbooks for example) you want to show or pass around in public.

Please use your common sense in public areas both inside and outside the hotel. For example, kissing and holding hands, is fine. However, groping, tongue battles and nudity are not. If you have to ask or think twice about doing something in public, it's probably better to take it to your room.

Eurofurence reserves the right to exclude people from the convention on the grounds of blatant or repeated violations of the Rules of Conduct. This is not limited to incidents on the convention premises, but may as well be applied to reputation damaging transgressions outside of the con area. Gross misbehavior does not become acceptable by taking it a few meters down the road.

Costumes and Clothing

Please remember that your personal fetish may not be appreciated by those who do not share it, and who may not want to be associated with it. If you expect respect from others – especially from people outside of the fandom –, show them respect in turn. For example, while collars and leashes may be worn discreetly, blatant displays of bondage and BDSM in public are not allowed. Public exposure of genitalia, buttocks or (female) breasts is not permitted. As a rule, a minimum of a non-thong bathing suit must be worn at all times in public areas.

"Anatomically correct" costumes must be likewise clothed. It is not allowed to visibly wear diapers or a "baby outfit" in public, including costumes, with the possible exception of stage performances. The same goes for inflatable costumes. Security may ask you to stop an activity or to move it to a private room. Please act politely and follow those directions. We're not trying to discriminate you, but simply taking the consequences arising from the fact that when you are in a public space, you are not just representing yourself, you become an ambassador for all furries. And so your demeanor reflects on the fandom as a whole.

Harassment and Assault

It should be obvious: No means no. Stop means stop. Go away means go away. If someone won't understand these simple rules, contact a helpful member of security. They have the right to exclude attendees from the convention for not following these commands. Harassment is any behavior that intentionally annoys or alarms another person. This includes unwanted physical contact, following someone around in a public area without a legitimate reason, or threatening physical violence. If it happens to you, please immediately notify a member of the staff. The matter may be referred to the proper law enforcement authorities.

Alcohol and Drugs

If you have a private party at which alcohol is served, please designate a responsible adult to not drink, so that there is a fully competent person present to deal with any emergencies that might arise. All attendees pay in full for damages to hotel property they might cause while being drunk. So please, don't cause a mess.

Eurofurence does not tolerate the use of illegal substances, regardless of the circumstances. If staff members witness any violation of the this rule,

the persons in question will be subjected to the immediate exclusion from the convention and referral of the matter to the appropriate law enforcement authorities.

Privacy and Room Sharing

While room activities can be considered private, accommodations are not off limits. Regulations regarding alcohol and drugs are still in effect. Also, please be considerate of people sharing the room with you. Space is limited and you might get to share a room with someone who does neither care nor want to join in your activities.

Water Pistols and Weapons

Due to the potential damage to property (of the location as well as of attendees), water guns, nerf guns, soft air guns, silly string and the like are prohibited inside the buildings of the consite. When playing outside, please try not to hit any innocent bystanders. Artists are present. Destroying original art, sketchbooks, comics, or prints is not considered funny, and will definitely limit your chances to get a free sketch again. Ever.

Please note that all weapons, including imitations and toys, are subject to the (rather strict) German law, from a simple knife to an elaborate broadsword, especially if they are bladed! Generally, everything that is or looks like a weapon must be checked by the security staff. If a weapon is part of your costume, please ask someone of our security staff to approve it and possibly have it “peace bonded”. You may be asked to leave your weapon with security, or in your room, if it is deemed too dangerous to carry around. Do not engage in swordplay or mock fights on the con premises. We do assume that, if you are carrying a weapon, you know how to behave safely. Remember that even relatively harmless items like staffs or foamcore swords can cause injuries in a crowded place.

Photography and Videotaping

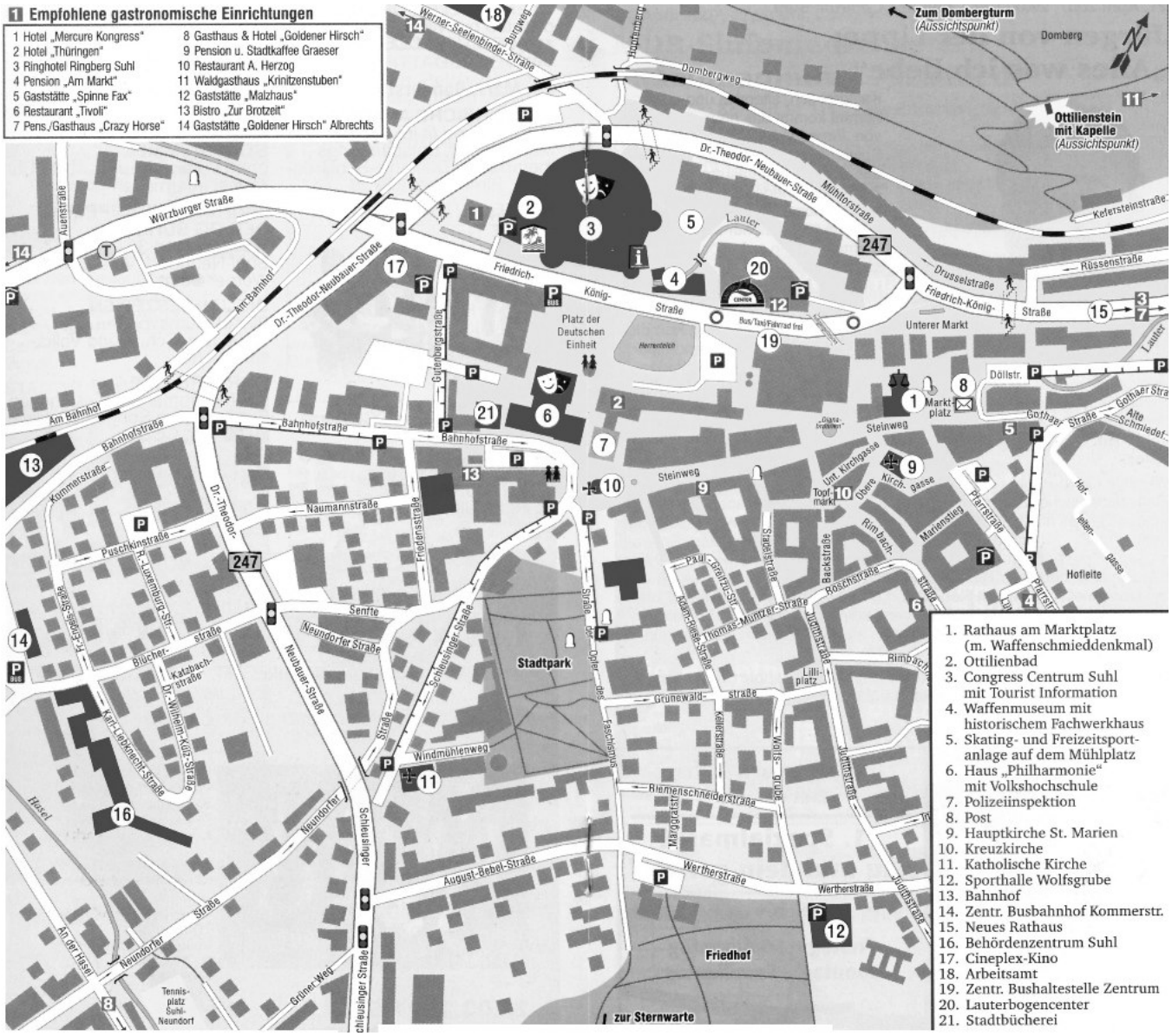
Eurofurence wants you to have great memories from a fantastic convention. Photographs and videotape footage by attendees are generally allowed in all public areas of the convention with the exception of the Art Show and Dealer’s Den. Due to the nature of the event, no flash photography is allowed in the Pawpet Show. Specific rules regarding these matters may exist for other selected events.
When photographing or videotaping individuals or costumes, please use common courtesy and ask before photographing them. Taking photos of partly dressed or “headless” fursuiters is considered extremely rude. Please respect their rights if they do not wish to be photographed or videotaped.

Individuals may take pictures and videotapes for private viewing or sharing with friends. Photography or videotaping for commercial purposes or sale to the press or television is expressly forbidden unless written permission has been obtained from Eurofurence e.V. Many events will officially be videotaped by staff members for the purpose of producing a convention highlights DVD. No videotaping by convention staff will be conducted in guest rooms or in any other areas where an attendee has a reasonable expectation of privacy. Attendees should be aware that footage gathered in public areas of the convention – including events and panels – may be used in a highlights DVD, and that attendees may appear in that tape without compensation. Eurofurence will require a release only for footage that is obtained in areas that are not fully public (i.e. private functions and personal interviews.)

Hotel Rules

Since we enjoy the amenities of a hotel, we should emphasize that hotel-suitable behavior is expected. No skinnydipping in the pool, or rowdy behavior in the sauna. Don’t run around half naked in the lobby. Drink only as much as you can handle. Clean up after your dog. Be polite to the hotel personnel. Leave a tip for the cleaning crew instead of a mess. Don’t bring your own drinks to the bar, or your own food to the restaurant. Do not smoke in non-smoking areas. Do not jump up and down in the elevator, or we will leave you stuck in it for hours on purpose and then laugh at you.

Map of Suhl



The following addresses may be useful to you:

Ringberg Hotel
Eurofurence 14
Ringberg 10
98527 Suhl
Phone: 03681 3890

Banks:

Rhön-Rennsteig-Sparkasse
Alexander-Gerbig-Straße 3
98527 Suhl
EUFISERV

Deutsche Bank
Friedrich-König-Straße 21
98527 Suhl
Cash Group

Restaurants:

Greek restaurant “Dionysos”
Gothaer Straße 118
98527 Suhl
Phone: 03681 305680

Chinese restaurant “Shang Hai”
Friedrich-König-Straße 5
98527 Suhl
Phone: 03681 804332

Steak house “Crazy Horse”
Carl-Fiedler-Straße 56
98527 Suhl
Phone: 03681 7128-0
URL: http://www.gasthaus-pension-crazy-horse.de

Italian restaurant “Borsalino”
Friedrich-König-Straße 7
98527 Suhl
Phone: 03681 308918

Fast Food:

McDonald’s
Industriestraße 1
98544 Zella-Mehlis

Post Office:
Deutsche Post
Ilmenauer Straße 12
98527 Suhl
open: 07:00-20:00
Note: This is actually in the same building as the Rhön-Rennsteig-Sparkasse and the REWE supermarket!

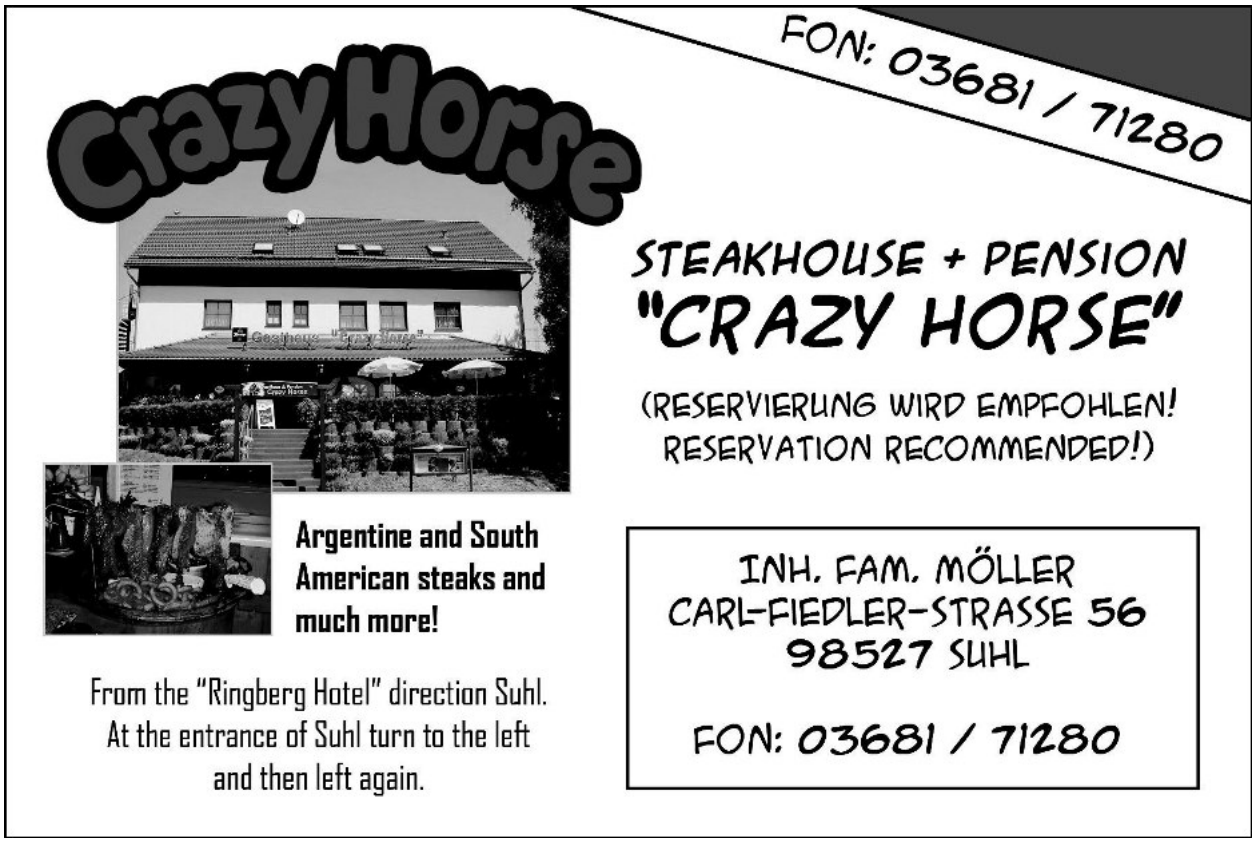
Supermarkets:

Lidl
Mauerstraße 1
98527 Suhl

REWE Fr.-König-Str.
Friedrich-König-Straße 21
98527 Suhl

REWE Ilmenauer Str.
Ilmenauer Straße 12
98527 Suhl

Kaufland
Würzburger Straße
98529 Suhl


FON: 03681 / 71280
Crazy Horse
STEAKHOUSE + PENSION
"CRAZY HORSE"
(RESERVIERUNG WIRD EMPFOHLEN!
RESERVATION RECOMMENDED!)
Argentine and South American steaks and much more!
From the "Ringberg Hotel" direction Suhl.
At the entrance of Suhl turn to the left and then left again.
INH. FAM. MÖLLER
CARL-FIEDLER-STRASSE 56
98527 SUHL
FON: 03681 / 71280

ANGEL

Guest

Watts Martin

While attending a local science fiction convention in Tampa, Florida in 1986, Watts Martin met a fan wearing an *Albedo Anthropomorphics* T-shirt and apparently never recovered. He went on to write a collection of well-known stories in the early days of furry fandom and to publish several fanzines that set new standards for production and content quality.

Watts' first stories appeared in the fanzine *FurVersion*, but the story that took off in the fandom was a novella serialized in *Yarf!* in 1990, *A Gift of Fire, A Gift of Blood*. Mixing fantasy, romance and horror, this tale of an artist cat adrift between high and low society introduced one of early furrydom's most famous characters: the vampire bat Revar Desmera. A survey of ConFurence attendees in 1992 declared her the most popular character in furry fandom, coming in ahead of characters from widely distributed comics such as Erma Felna and Omaha the Cat-Dancer. Revar appeared in a sequel novella, her persona was adopted by the primary author of the *Fuzzball* server that powers FurryMUCK and Tapestries, and her race has even appeared – under a different name – in a supplement for a commercial role-playing game.

Other stories by Watts appeared in other fanzines and commercial publications; about a dozen of those stories were set in the world of Ranea, including several shorter works about the vampire bats. His other works run from hard science fiction to magic realism, frequently incorporating anthropomorphic characters and elements. Ask him who his greatest influences are and you might get a different answer each day: some Charles de Lint, some Pat Murphy, some Barbara Kingsolver, arguably even some Ridley Scott. He'll also tell you that furry isn't a genre, but a meta-genre. Conversations like this are, he might also tell you, best had at bars.

Some of the Ranea stories, including versions of the two Revar novellas, have been available for free at Belfry.com, and some of Watts' other stories have also appeared on other online venues (including *FurAffinity* and his own web site). *Sofawolf* released a collection of some of his stories, both old and new, as *Why Coyotes Howl* in 2005. While coyotes aren't a recurring motif in his work, in the virtual life of MUCKs, Watts's best known character is a coyote woman, Chipotle, who's been on FurryMUCK since the mid-1990s. Watts also created a small role-playing MUCK, the *Excursion Society*, which is still going as of this writing.

In addition to writing, Watts also edited and published the short-lived but acclaimed magazines *Mythagoras* and *Zoomorphica*. They set several benchmarks for furry publications: glossy, multicolor covers, professional layout and design, and even international retail sales. *Zoomorphica* was the first, and to date only, furry publication to have a story written for it by a Hugo-winning author (Lawrence Watt-Evans, with his story *Foxy Lady*). *Mythagoras* also set the somewhat less welcome benchmark of being the first and to date only furry publication to be audited by the United States' tax service, on the grounds that it was too professional to be a non-professional publication.

Watts' most recent publication is the story *The Narrow Road in Morning Light*, in *New Fables #2*. He's currently working on a novel-length expansion of *A Gift of Fire, A Gift of Blood*, as well as an eventual relaunch of a furry-targeted writing community website, *Claw & Quill* (http://clawandquill.net).

Watts lives by San Francisco Bay, about twenty miles south of the city, and works as a web developer.

Guest

Steve Gallacci

Steven A. Gallacci (born 1955) is best known for creating and publishing *Albedo Anthropomorphics*, a black and white alternative comic containing anthropomorphic characters, which has been considered a major factor in the origins of furry fandom.

Gallacci spent six years in the US Air Force as a graphics specialist, including a tour of duty in Germany. After leaving the military, Gallacci started *Albedo* under his own *Thoughts & Images* imprint. First published in 1983, *Albedo* is still being produced as of 2005 (under the *Shanda Fantasy Arts* imprint). Among some of the story lines that have appeared in *Albedo* are Gallacci's own *Erma Felna: EDF*, a military sci-fi epic featuring some elements of political intrigue, and Stan Sakai's *Usagi Yojimbo*, which first appeared in the infamously rare *Albedo* #2.

Gallacci also worked on *Fusion*, a SF adventure comic from *Eclipse Comics*. Lela Dowling co-authored the artwork and Steve Barnes drafted the first issues, though Gallacci would write most of the later ones with Lex Nakashima. He also created *Birthright*, an indirect sequel to *Erma Felna*, serialized in the *Fantagraphics* title *Critters*.

Other cartoon material includes doing art for episodes of Elin Winkler's *Tales of the Fehnnik*, published by *Radio Comix*, and short bits for Ken Fletcher's *Spontoon* fanzine.

He has also done science fiction art and Illustration since the late '70s, as well as straight technical/commercial illustration.

Ursa Major Awards

The Ursa Major Awards are presented annually for excellence in the furry arts. The recipients are nominated by the fans, and the winners are chosen by the fans!

The Ursa Major Awards are presented by the Anthropomorphic Literature and Arts Association (ALAA), a membership organization dedicated to promoting anthropomorphic literature and arts through such projects as the Recommended Furry Reading List and the Ursa Major Award. See the Ursa Major web site for more information: *www.ursamajorawards.org*

Eurofurence congratulates the winners of the awards for anthropomorphic works released in 2007:

Best Anthropomorphic Motion Picture:
Ratatouille
(Producer: Pixar Animation Studios and Walt Disney Pictures; Distributor: Buena Vista Pictures; June 29)

Best Anthropomorphic Dramatic Short Work or Series:
Gridlock (Doctor Who episode)
(BBC1; series 3, episode 3, April 14)

Best Anthropomorphic Novel:
Life's Dream
by Bernard Doove. (CreateSpace, December 18)

Best Anthropomorphic Short Fiction:
"Don't Blink"
by Kyell Gold (in Heat #4, Sofawolf Press, July)

Best Anthropomorphic Other Literary Work:
All the Newshounds Fit to Print
by Thomas K. Dye. (Lulu.com, January, comic strip collection)

Best Anthropomorphic Comic Book:
Gargoyles
by Greg Weisman, Gordon Purcell, Dustin Evans, Greg Guler, Nir Paniry, Karine Charlebois, and Stephanie Lostimolo. (Slave Labor Graphics, issues #4 to #6)

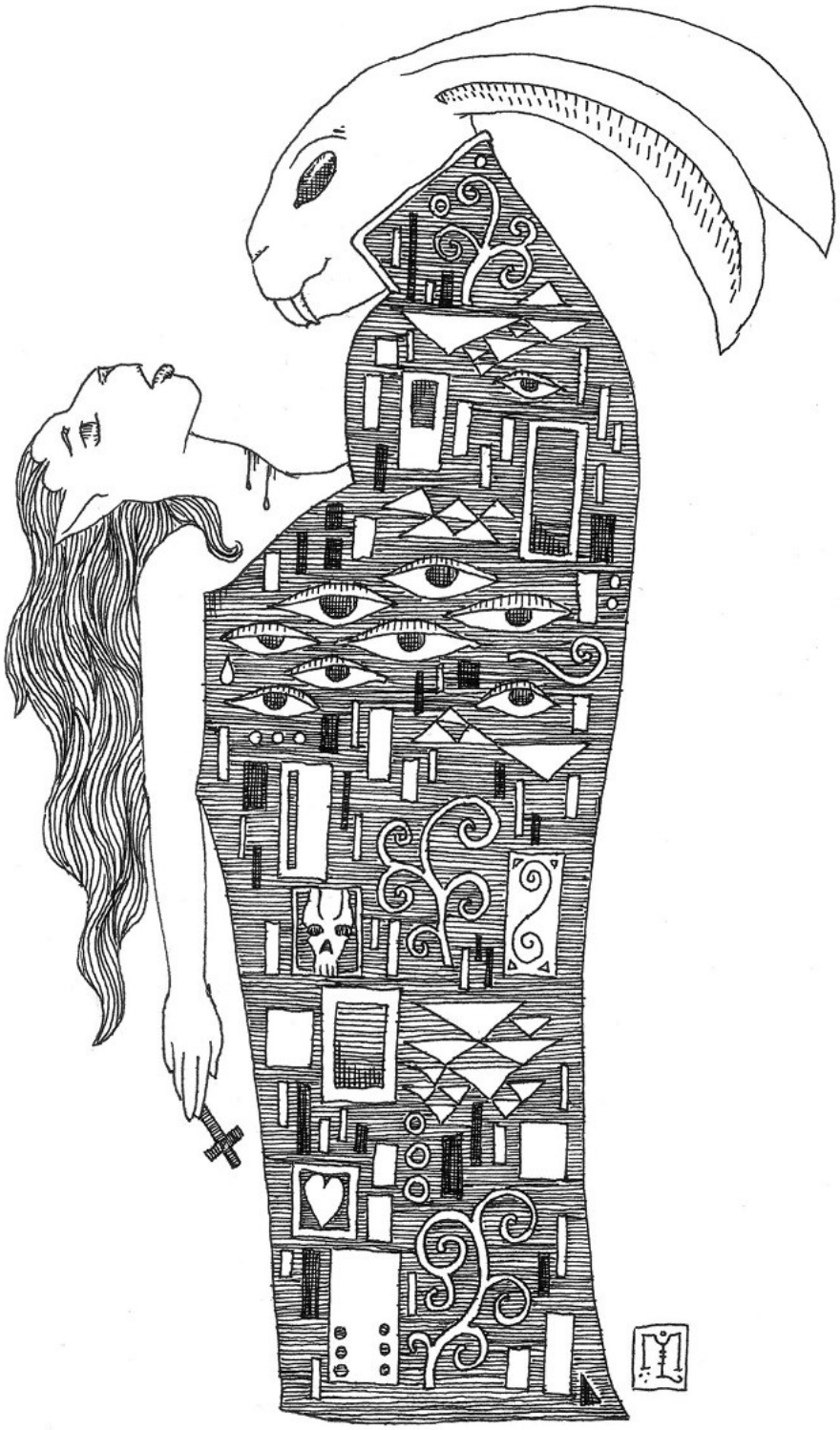
Best Anthropomorphic Comic Strip:
Ozy and Millie
by D.C. Simpson. (Internet strips from January 1 to December 31)

Best Anthropomorphic Magazine:
Heat
(#4, July)

Best Anthropomorphic Published Illustration:
Blotch, cover of Fur Affinity United Convention Souvenir Book
(Fur Affinity United!, July.)

Best Anthropomorphic Game:
Sam & Max: Season Two, Episode 1: Ice Station Santa
(Developer: Telltale Games; Publisher: Telltale Games and Game Tap; November 8)

Seen something this year you think might be a candidate for the next awards? Then recommend them! The annual Recommended Furry Reading List is open for all Furry fans to recommend the best anthropomorphic movies, TV series, novels, artwork, games, et cetera published during 2008. The list helps other fans find gems they might otherwise miss. The list can also be a guide to help fans nominate candidates for the next awards. Please send your recommendations through the end of 2008 to:
recommended@ursamajorawards.org



Just like last year, EF Prime will provide entertainment and information about the convention events during the entire convention. But there's more! Additionally, selected events will be broadcast live from stage! But that should not discourage you from trying to grab one of the countless seats on the main stage – remember, it's more fun seeing it live!

Wednesday

12:00	Test Broadcast	
15:00	EFP Clipshow	
16:00	Fursuit TV – Episode 01	
17:00	EFP Clipshow	
18:00	Anthrocon 2005 – Best Of	
19:00	EFP Clipshow	
20:00	Fursuit TV – Episode 02	
21:00	EFX – The Movie	
23:30	Further Confusion 2005 – Best Of	
00:00	Les Mondes Hors Pistes	
01:00	Fursuit TV – Episode 03	
02:00	Further Confusion 2006 – Best Of	
03:00	Fursuit TV – Episode 04	
04:00	2 – The Ranting Gryphon	*Filmed at Eurofurence 12*
05:00	Tracks – The Worlds Off The Tracks	

Thursday

06:00	Fursuit TV – Episode 05	
07:00	Uncle Kage's Story Hour	*Filmed at Eurofurence 10*
08:30	EFP Clipshow	
09:00	Fursuit TV – Episode 06	
10:00	EFP Clipshow	
18:00	Tracks – The Worlds Off The Tracks	
19:00	Stage Fever 2008	***Stage Event LIVE Broadcast***
21:30	Uncle Kage's Story Hour	*Filmed at Eurofurence 13*
22:30	Prime Cuts – Music And More	
23:00	2 – The Ranting Gryphon	*Filmed at Eurofurence 13*
00:00	Prime Cuts – Music And More	
00:30	Kage vs. 2	*Filmed at Eurofurence 13*
01:30	Prime Cuts – Music And More	
02:00	Anthrocon 2006 – Best Of	
04:30	Prime Cuts – Music And More	
05:00	Les Mondes Hors Pistes	

Friday

06:00	Further Confusion 2008 – Best Of	*Part 1*
07:30	EFP Clipshow	
08:00	Further Confusion 2008 – Best Of	*Part 2*
09:30	EFP Clipshow	
15:00	Furry Music Cafe	***Stage Event LIVE Broadcast***
16:30	EFP Clipshow	
18:00	2 – The Ranting Gryphon	*Filmed at Eurofurence 12*
19:00	Further Confusion 2007 – Best Of	
20:30	EFP Clipshow	
21:00	The Most Spontaneous Furdance	
21:30	Uncle Kage's Story Hour	***Stage Event LIVE Broadcast***
22:30	2 – The Ranting Gryphon	***Stage Event LIVE Broadcast***
23:30	Kage vs. 2	***Stage Event LIVE Broadcast***
01:00	EFP Clipshow	
02:00	Fursuit TV – Episode 07	
03:00	EFX – The Movie	
05:30	Delft Fursuit Outing	

Saturday

06:00	Stage Fever 2007	
07:30	EFP Clipshow	
08:00	Confuzzled 2008 – Best Of	
10:00	EFP Clipshow	
12:00	Fur Wants To Be A Millionaire	***Stage Event LIVE Broadcast***
13:30	EFP Clipshow	
15:00	Alexander James Adams In Concert	***Stage Event LIVE Broadcast***
16:30	EFP Clipshow	
19:00	The Pawpet Show – The Dreamcatcher	
21:00	Anthrocon 2008 – Best Of	*Part 1*
22:30	Prime Cuts – Music And More	
23:00	Anthrocon 2008 – Best Of	*Part 2*
00:30	Prime Cuts – Music And More	
01:00	Fursuit TV – Episode 08	
02:00	Prime Cuts – Music And More	
03:00	Fursuit TV – Episode 09	
04:00	Prime Cuts – Music And More	
05:00	Fursuit TV – Episode 10	

Sunday

06:00	Fursuit TV – Episode 26
07:00	EFX – The Movie
09:30	Fursuit TV – Episode 27
10:30	Fursuit TV – Episode 28
11:30	Prime Cuts – Music And More
12:00	End Broadcast

EF Prime, brought to you by Kralle and BBF Television
We'd like to thank all contributors for their material!

Pandefelic Shiro
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Beer
GARLIC

45"
45"

Carrier

By Watts Martin

Joan sat on the front steps of her condo, watching the sun start to crest the western hills, sipping coffee brewed from carefully-hoarded beans and listening to bird song. You heard more birds these days.

Halfway through the mug a troop carrier rolled into view. The rabbit woman watched it block the driveway, Hellman stepping out of the back, two young rabbit boys in fatigues close behind. The mouse wore jeans and a gray turtleneck just like the last time she'd seen him, a year before, questioning her about Rob's whereabouts as if she'd heard from the wolf in the last decade. Now he walked up with his faint smile as if nothing had changed. Yet after yesterday's phone call, a lot had changed. Again. Joan had had enough of change this lifetime.

He stopped a few paces away, hands in pockets, as nonchalant as if they were going out for Sunday brunch. "Morning, Ms. Sanchez."

"An ironically pleasant one." Grunting, she took two last gulps of the precious coffee, then set the mug down by the front door and walked to the vehicle.

Two more soldiers waited in the back of the truck; they slid in and sat on narrow drab benches, facing one another as the vehicle rumbled forward. Joan felt like an extra in a war movie. She watched houses go by, noting which ones looked newly abandoned.

"We traced the call Corelli made to you and it all checks out," Hellman said.

She crossed her arms. "It's so nice the Quarantine Authority's looking out for me that way."

He laughed. "Just a hell of a coincidence if the first guy with antibodies turns out to be your ex, huh?"

"He's got to be somebody's ex. Or is it odd because you're my ex too, Tom?"

A couple of the soldiers looked sharply in Hellman's direction, and he smiled more wanly.

The truck hit the highway and picked up speed. Joan hadn't been on this freeway since... February? Eight months. The view past the roadbed looked incongruously serene, the reality of the city—population depleted, services curtailed, goods strictly rationed—hidden from view.

"You really think this wolf's immune, ma'am?" one of the soldiers said. He said wolf with a hint of a sneer, as if it had become an epithet.

"He said he had the wilding plague and recovered."

The young rabbit's eyes widened. "Really? You believe him?"

"I do."

"And I trust Ms. Sanchez's judgment," Hellman said, sliding his sunglasses on, off, on again. A nervous fidget.

She patted the back of his hand, and he clasped fingers with her a moment. As the epidemic had spread, they hadn't as much broken up as admitted that trying to save the world left no time for relationships.

It took another five minutes to reach the city limits. High fences straddled the road, marking the first checkpoint. From here on, the interstate became a two-way street. If the city had spent the last two years slipping from the first world, the "temporary staging area" around its perimeter formed a nightmare combination of martial encampment and third-world slum. Military roads and tents and trailers. Civilian huts to accommodate refugees whose homes, both inside and outside the metro area, had become unlivable. And, of course, the holding pens.

She'd seen video of the pens before, huge bare fields fenced in with high chain link and barbed wire, canvas roofs. News shows used to talk about them, after the hospitals and prisons were overrun but before people lost the energy to be outraged. As far as Joan knew, there'd never been an official media blackout. Instead it was collective denial. No one wanted documentary evidence of friends and spouses sickening, going manic—and, if they were lucky, dying.

What the videos couldn't depict is how much the pens reeked, even the empty ones, of blood and vomit and fear. The other rabbits, even the mouse, looked stoic, but Joan gagged. The pens that weren't empty didn't have the wild, manic residents that she'd expected; whole families of foxes

and cats and canines simply watched with silent, dull eyes. “None of them look sick,” she managed to get out.

“They aren’t,” the talkative soldier said. “We only keep the at-risk ones here now.”

“Where are the sick ones, then?”

He just looked steadily at her, and she looked away after a moment.

The pens passed by, and the truck slowed, then stopped, waiting at another checkpoint. Joan’s ears folded back. A concrete and steel barrier stretched across the horizon, topped with barbed wire and sentry platforms. The transport idled in front of a high chain link gate, topped with ominous red lights indicating its electrification. The driver was filling out a form, which he turned around and passed to Hellman for more signatures and check marks.

Finally, the soldiers milling around the vehicle stepped back and lined up behind it, rifles ready. “Clear!” someone shouted, and the red lights went out. The gate swung up. “Hang on,” the driver called.

Joan hadn’t thought a truck could accelerate that fast. It lurched forward hard, the gate slamming down behind it.

Despite the ominous show, the road outside remained quiet pastoral countryside. After several minutes the only noise other than the engine was wind whistling through trees. No one spoke for about five minutes. Then the driver called, “Ferals at three o’clock.” All of the soldiers suddenly had rifles.

Joan looked out to the right of the vehicle. Three tigers—two women and a man—ran along the side of the road, none dressed. They snarled at the truck as it went by.

“They don’t look sick.”

“If you survive, you’re perfectly healthy, other than being a carrier,” Hellman murmured.

“And, you know, stupid and homicidally insane,” the sergeant added dryly. The rest laughed.

She looked back at the receding figures. “Do you ever wonder who they were?”

“Sometimes you recognize them,” the talkative one said quietly.

Nobody spoke again until the driver turned off at the Hazelton exit, another twenty miles south. All the riders tensed as buildings came into view, first a gas station, then strip malls and small businesses. All stood empty and silent, trash piled against shattered windows. On some blocks, lights flickered unsteadily; most had no visible power. “Is all of the hot zone like this?” she murmured.

“Most of it,” Hellman said, voice flat. The terminology had changed in the last two years. At first hot zone was just the district in the city where it started. Then all of that city. Then, as the strategy shifted from trying to contain the disease to just trying to protect the survivors, from quarantining to barricading, hot zone became everything outside the safe metros.

“We hear most of the heartland’s pretty much gone,” the talkative soldier said. “All wild. Eat or be eaten.”

The soldier in the passenger seat cleared his throat, twisting around to face Joan. “Where’s the hotel your friend’s at, ma’am?”

“Corner of Main and Washington.”

“That’s where you first met Rob, isn’t it?” asked Hellman.

“No, it’s where we first screwed,” Joan replied, without turning around. A couple soldiers snickered. The mouse readjusted his sunglasses.

The next block was residential, tightly-packed row houses. They were as vandalized as the storefronts, but smelled faintly of blood. Shadows moved behind broken upper floor windows, following the truck’s passage. Joan hugged herself tightly, fingers digging into her jacket, wrapping around a heavy pocket.

Another block and they turned left, heading deeper into downtown, approaching a once neatly-manicured urban park. Joan marveled at how far it had already gone to seed. The Washington Square Hotel faced the park’s main entrance. “Our stop, gents,” the driver called, swinging the carrier around and parking in the loading zone. The windows remained intact but the front door had been removed, and trash blew into the darkened lobby.

“Looks welcoming,” the sergeant said as they piled out. “Ain’t your friend supposed to be in the lobby?”

“We didn’t get to make a rendezvous point before he said he had to go and the line went dead.”

“No problem.” He waved his rifle barrel at the empty front desk and its cobweb-covered computer terminal. “We’ll just ask what room he’s registered in.”

"Enough, sergeant," Hellman snapped.

The taller rabbit grunted. "First floor hallway. Keep Ms. Sanchez in the middle and protected, because she's the only one who can identify which goddamn pred we're not supposed to shoot before the rest eat our faces."

While the lobby had been dark, the hallway quickly became near black, the heat uncomfortable despite the fall weather outside. It stank of musk—mostly wolf—and urine. "Kinda gone downhill since the last time you were here, ma'am, huh?" the talkative soldier murmured.

"It was always pretty crummy," Joan responded.

Stopping about halfway down the hall, the sergeant turned to look at Joan. "We've gotta do a little strategic thinking here, ma'am. We need to let your friend know we're here, without letting the ferals know. Where'd he call you from, anyway?"

"He didn't say."

"A cell phone," Hellman said.

The sergeant rubbed his chin. "I'll be damned. Well, see if you got cell service."

She pulled out her phone, and furrowed her brow. One bar of signal. She exchanged glances with the sergeant, who nodded once, and redialed the last number.

No one answered by the third ring. Instead, on the second floor, a wolf howled, in a way no sapient wolf had howled for the last two thousand years. A dozen other howls, all around the building, joined in.

"Shit," both the sergeant and Joan said simultaneously. All the soldiers raised their rifles.

A door down the hall opened, and a wolf stepped out. Rifles swung around. "Hold your fire!" the sergeant barked.

The wolf took another step forward, staring at them. He bared his teeth, but didn't move forward. And didn't say anything. Foam flecked around his lips, and he breathed raggedly.

"That's the final stage," Hellman murmured. "Before they're completely wild." The wolf took a step backward, then fell to his knees with a feral, guttural growl. For a moment, his eyes met Joan's. She had grown up around carnivores, worked with them, ate with them, slept with them. This was the first time one had ever looked at Joan and clearly seen prey.

Then the hallway exploded.

Doors flew open, left and right, shapes hurling themselves toward the group. Rifles fired. Someone threw Joan to the ground. She rolled over, panic-struck, to see one of the soldiers had pulled her down out of the line of fire. She relaxed, for a split second, before a grey hand wrapped around the soldier's throat, yanking upward. Blood sprayed, and a burst of weapons fire came from close by. She couldn't tell which came first. The rabbit—and the wolf that had grabbed him—fell on top of her again.

Joan scrambled backward, fumbling at her jacket, then flattened herself against the musty carpet as bullets cracked into the wall behind her. She could see two more soldiers down, one being dragged through a door headfirst, screaming, until the screaming stopped abruptly, wetly. More wolves were down, though, at least half a dozen. She couldn't see where Hellman had gone.

"Move!" someone shouted. She didn't realize he was shouting at her until claws sank into her shoulder, spinning her around and up. She saw jaws coming for her, closing on her, and she reacted before she could even think about it. The shot momentarily deafened her, the recoil slamming her back into the wall.

The sergeant—the one who'd shouted—had his rifle pointed at the wolf, but as the body toppled over he reached out to steady her, glancing down in clear shock at the smoking revolver she held. "Marry me," he said.

"We'll talk," she gasped. Other wolves circled, but now stayed back, snarling at the armed rabbits. They outnumbered the soldiers two to one—but they weren't armed, and now they weren't close enough to leap, either. The two other fallen rabbits had disappeared, fresh blood smears leading to closed doors.

A groan made Joan glance down and see Hellman, sliding up the wall to steady himself. Blood ran freely from a wound on his shoulder. She reflexively checked her own wounds; blood had been drawn by both tooth and claw, but the gashes were shallow.

"Joan!" a voice yelled from the darkness at the hallway's end. A figure hurried from the shadows, and the wolves encircling the rabbits started growling in a lighter, confused fashion.

"Hold your fire," the sergeant repeated hoarsely.

As Rob approached, he growled back at the other wolves. They crouched, submissively.

"What, you're the goddamn alpha?" Hellman wheezed.

"I'm not the strongest, but I'm the smartest," Rob replied, edging toward the rabbits.

"How big's the pack?"

"Fourteen." He swallowed, gaze sweeping the floor. "I guess eight now."

The rabbits started backing down the hallway, with Rob appearing to herd them along. "So what do we do?" Joan said.

"We get out before the pack turns on me."

"What do you guys eat now that you've eaten all the herbivores here?" the talkative one muttered.

"Forest animals."

"And you? You munched any bunny kids?"

Rob just glared in response.

One of the wolves suddenly leaped forward to snap at Rob. One of the soldiers shoved her with his rifle barrel, and all of the pack bared their teeth, snarling. Rob snarled back, but none of them looked submissive this time.

"This isn't good, isn't it?" Joan murmured.

"Not good," Rob agreed in a hiss, keeping his eyes locked with the closest feral's.

"New plan," the sergeant announced. "Hit the lobby and run like hell." As soon as he finished speaking, he fired off a burst of rounds over the wolves' heads, and the pack fell back, yelping.

Then they ran like hell.

When the wolves ran after them, they leapt for Rob, not the rabbits. He went down under two of them, one of them sinking his teeth into Rob's shoulder before the sergeant blew half his head off. Joan and the talkative one hauled Rob forward as another round of gunfire held off the remaining wolves.

The sergeant slid into the driver's seat as Joan and the soldier lifted Rob up into the truck, the ve-

hicle starting to roll forward even as the last rabbit leapt on. It wasn't until they left the hotel behind that Joan began to shake. Hellman put an arm around her, resting her head on his shoulder as she held to him with blood-streaked hands.

Doctors whisked Rob away as soon as they rolled to a stop, the mouse giving Joan a hug and hurrying after them. A nurse gave her a cursory once-over, gave her promises of keeping her informed they both knew were empty. Hellman would let her know what they found, though. She hoped.

A week passed with nothing. Then, one sunset, two men came to her door. She couldn't tell what species they were; they wore orange jumpsuits.

"Joan Sanchez?" one said, voice buzzing slightly through the suit.

She nodded warily. "What's this—"

"Standard protocol, ma'am." He raised a pistol and shot her in the neck. She raised a hand to feel the small dart there, and got out an obscenity before she collapsed.

She dreamed of hospitals and needles, of blood, of pain. Fevers, vomiting, delirium—memories of small-town childhood, middle-class cosmopolitan life. Of Rob, distant; of Tom, urgent. She woke up abruptly.

"How do you feel, Ms. Sanchez?"

The hospital room was empty but for monitoring equipment, her bed, and a squirrel woman in a white lab coat. She looked startled to see Joan awake.

"Terrible," she said weakly. Her mouth was dry.

"Given your last month, that's miraculously good."

Joan pushed herself into a sitting position, ignoring the pains in her muscles and the sudden headache, staring at the woman incredulously.

"We've learned how Mr. Corelli survived the wilding plague." The squirrel clasped her hands together. "He had a different strain. The known ver-

sion only affects carnivores. Corelli's strain affects everyone."

"I..." She trailed off, taking a deep breath. "It's—it's weaker, then? I survived, too, didn't I?"

"You did." The squirrel hesitated, looking away.

"But?" Joan said.

"But... come with me." She led Joan out through what she realized was an airlock, across the hall to an observation window, looking into a room identical to the one the rabbit had been in.

Hellman sat curled up in a corner of that room, nude, eyes dull. Dried foam crusted around his muzzle.

The doctor pressed an intercom button. "Mr. Hellman?"

He twitched wildly, staring at the speaker in fright.

"Ms. Sanchez is here. She's okay."

Hellman turned to the window, then past it. Joan stared numbly, touching her hand to the glass. "Tom?" she whispered.

The mouse met Joan's eyes and stretched out a hand toward hers, pawing at the air, his eyes seeming to light up for a split-second. Then he dropped to all fours, chittering miserably. Joan's vision blurred with tears.

"Most of us didn't think Mr. Corelli should be brought in, you know," the squirrel said softly, looking down. "We don't have many resources left. We figured he'd be another dead end, and to be blunt, we stopped trying to save the carnivores a year ago. But Hellman insisted." She swallowed. "If—when—this strain becomes widespread..." She trailed off.

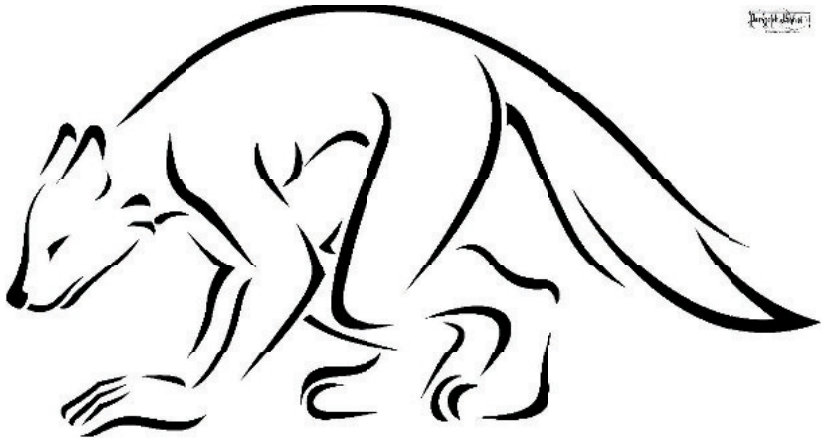
Joan's ears flattened. "No. R-Rob and I both have antibodies! Don't we? We've survived!" Her voice became desperate.

"You have." The squirrel rubbed her temple, sounding very tired. "And now we might find a vaccine before we're all too stupid to use it. If not, at least we won't understand everything we've lost."

She walked out of the room, leaving Joan staring through the window at the future.

Radio Channel Warning

Please note: The convention staff uses PMR radios for communication. Channels 4 to 8 are reserved for convention purposes and not available for the public. Do not interfere with staff communications. Thank you!



Internet Access

This year, we'll try to provide free internet access again. MAYBE this time the network will be more stable than a well-known imageboard.

However, because of the large scale of the hotel, we only can provide access at the lobby, the convention center and the terrace.

Due to bandwidth limitations, access will be limited to standard internet services, such as web, mail, SSH and IRC.

Our public network is not meant to be used to transfer tons of stuff over smb shares. If you're planning to do this, please use a cable.

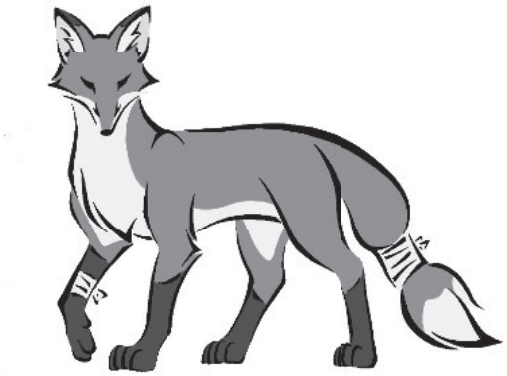
SSID: EF_public.lobby
SSID: EF_public.zoo

WPA-PSK(TKIP): klaatu-barada-nikto

Charity

National Fox Welfare Society

Eurofurence charity wants to support the NFWS this year. Therefore, there are a lot of events with possibilities to donate some money for this organization. But what does the National Fox Welfare Society do? To give an indication of the NFWS's commitment to foxes, below is a brief rundown of activities for the period January 2008 to July 31st 2008.



About the Sarcoptic Mange Treatment:

The Society sends out treatment, free of charge, to householders willing to feed foxes that are suffering from the terrible condition, Sarcoptic Mange.

Sarcoptic Mange / Canine Mange is a terrible condition that left untreated will see a long lingering death of the infected fox. The NFWS believes that if a condition can be treated then it should be, regardless of whether the householder is unwilling, or unable to pay for the treatment.

By questioning people who have used it and analyzing letters that came back the mange treatment has been found to work in almost 99% of the cases where foxes have had up to or less than 50% hair loss. They have even had great results with foxes suffering over and above this amount of hair loss.

This treatment went out to help cure a staggering 2320 foxes in the seven month period. Because this treatment is sent out free of charge, NFWS incurs the cost; in just 7 months they spent roughly £11,600 (about 15000 Euros) on these treatments alone. They sent a further 278 treatments out in the seven months, at a total of £2,520 (about 3000 Euros) worth, for foxes that are suffering from other ailments and conditions.

If the above wasn't proof enough of their commitment, in addition NFWS volunteers rescued further 201 foxes that were seriously ill or injured. Furthermore, to catch still mobile foxes with life threatening conditions, the Society set 164 cage traps. They have also had 177 orphaned fox cubs.

In total the NFWS directly helped 3139 foxes during this time period. This comes down to 14 foxes a day, every day of 2008. Of course this doesn't take into account the number of foxes they have saved from contracting Sarcoptic Mange by treating their family members. Although this figure is hard to quantify, they believe it could run into hundreds in this year alone.

What makes the above figures even more remarkable is that they endeavour to get a rescuer out to a critically injured fox within an hour, thus ensuring that a needy fox is given the urgent attention that it deserves.

By supporting the National Fox Welfare Society, you will help them to ensure a sick fox is treated, an injured fox rescued, an orphaned fox cub successfully rehabilitated back into the wild, and that their reputation as "The Fox's First Emergency Service" is maintained.

That's why they need your help.

If you have any questions about the Charity or the NFWS, please talk to EosFoxx or Pan Hesekiel Shiroi. We will be glad to provide you with any information possible.

For more information on the National Fox Welfare Society please visit their website:

http://www.nfws.org.uk/

You can donate at the following events at Eurofurence 14:

• Late night events on Thursday and Friday at midnight. Ticket sales will take place at the registration desk (Wednesday: 11.00 – 18.00; Tuesday and Friday: 15.00 – 18.00). All proceeds will go directly to the charity.

• Charity Art Auction, scheduled for Friday night, right after the regular Art Auction.

• Fursuiters with fox suits will be collecting donations in a donation box.

Sponsors

We couldn't do it without you!

Aetobatus (Michael Sawyer)
Agrajag (Adam Green)
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Alexis Mckee (Martin Baerentsen)
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Bengges (Daniel Reinle)
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Bunni (Alexander Smith)
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Ebi (Lars Nielsen)
Eisbaer (Robert Hofmann)
Ekevu (Alexander Mück)
emejn (Edward Nokes)
Entei-rah (Terence Burridge)
etherkye (Kye Etherton)
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Fafnir Kristensen (Oliver Christen)
Fauho (Hans Schockaert)
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Khaycen (Jan Rischawy)
Kiffy Lee (Lee Clench)
Kimburu (Kai Kohlenberg)
KingSimba (Yao Guang Ang)
Kisu (Raimo Samuli Kokko)
Kitt Spidox (Lee Evans)
Kixt (Christer Jensen)
Kobra (Tuomo Jalkanen)
KrankesPapst (Alexander Ory)
KryoMouse (Michael Tomlinson)
Kyian (Daniel Rosenfeld)
Kyyanno (Stuart Black)
Laru (Rudi Langen)
Leguma (Thorsten Keiner)
Leo Ren (Tomas Ghijsens)
LeoNerd (Paul Evans)
LeSarthois (Maxime Cohin)
Lightfox (Michaël Vreux)
Lions_ (Roland Daxböck)
Locutus (Daniel Koitka)
lone wolf (maisam lamsehchi)
Lupestripe (Andrew Morgan)
Lupo (Markus Volk)
Lycrawolf (Chris Marples)
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Niju (Uwe Mader)
Nikko (Dominic Wiedmer)
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o kill (Hubert Gentenaar)
o'wolf (Jörg Reuter)
Oddity (Alexander Boström)
Oswaldo (Oskari Torikka)
Parca (Patrick Jesse)
PatriX Darkhoof (Patrick Tilp)
Pepsi Pooch (Farkas Máté)
pfluftel (Andy Pfister)
Pilgrim (Florian Kopp)
Pinky (Graeme Hammond)
Pippin (Charles Briscoe-Smith)
Player #2 (Lon Smart)
ProudPaw (Eric Peter Billam)
Ra-Fluffsky (Michael schwager)
Rakhan (Andy Wood)
Ranga MoonFox (Michael Münz)
Rapante (Susanne Kellermann)
Raschkar (Heribert Vogt)
RealZero (Josef Kimpel)
RedWolf (Stéphane François)
Rekaze (Jari Lahtinen)
remco (Remco Hosman)
Rena (Ralf Biste)
Rex (Matthew Chaput)
Riffuchs (Kai-Uwe Wilke)
Rolo Koda (Mark Brown)
Roman (Roman Schweiß)
Rotfuchs (Carsten Bleser)
Russian TeR Popov (B. Ivancic)
Saber (Patrick Ponschek)
sairys (Derek Stewart)
Schneelocke (Christian Schröder)
Seras (Michael Knaack)
Seth (Christian Rahbek)
Shadow (Carley French)
Shadow Woofie (Michael Francis)
ShadowCat (Michael Zoschke)
Shadow_Tam (Pierre-Alain Cavel)
Shaman (Wei Joo Ooi)
Shay (Michael Wolf Visser)
Shian (André Hallier)
Shiinsuh (Matthew Smith)
Shirik (Claire Walters)
Shyboar (Romano Eberwein)
SibSerag (Stefan Oeser)
Sil (Robert O'Dowd)
Sketchkat (Kate Jeal)
Skie (Noam Cvikel)
Skunkhase (Stephan Thumann)
skyhoof (Oliver Pientka)
SlyCat (Mike Watts)
SnowTiger (Robert Sisson)
Solitary Weasel (Thomas Liehr)
somewolf (somewolf)
SouthPaw (Barry Salter)
Starfury (Darren Smith)
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Tagaro (Björn Korinth)
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yagfox (Robert Faulkner)
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Yappy Fox (Randy Fox)
Yarwick (Jonathan Raine)
Yeno (Erik Lessner)
Ysegrim (Gregor Leusch)
Yukon (Thomas Sostaric)
Zaroi Viverra (Johnny Karregat)
{GiGi} (Gregor Dezman)
};{ (Jürgen Wallner)

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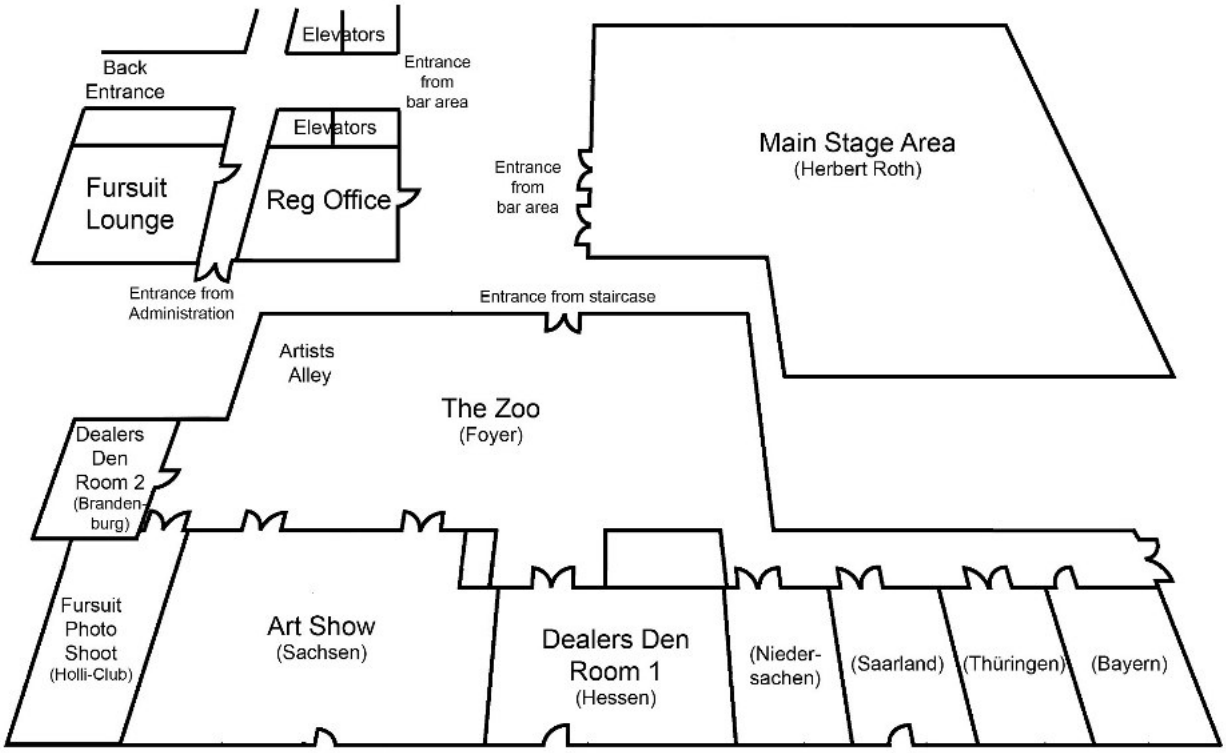
Event Area Map



This map shows the event areas of the convention. Please note that the areas are located on different levels of the building. Faux perspective, not to scale.
Please check the timetables for an overview of what SIGs, activities, and meetings are offered here.

SIG Room 1: Niedersachsen
SIG Room 2: Saarland
SIG Room 3: Thüringen
SIG Room 4: Bayern

Timetable: Wednesday

	Day Events		Main Stage (Herbert Roth)	Confi 1 (Niedersachsen)	Confi 2 (Saarland)	Confi 3 (Thüringen)	Confi 4 (Bayern)	Other Locations
10:00-10:30	Dealers Den Setup	Art Show Setup						
10:30-11:00								
11:00-11:30								
11:30-12:00								
12:00-12:30								
12:30-13:00								
13:00-13:30								
13:30-14:00								
14:00-14:30								
14:30-15:00								
15:00-15:30								
15:30-16:00								
16:00-16:30								
16:30-17:00								
17:00-17:30								*Outside Terrace* Opening Ceremony BBQ
17:30-18:00								
18:00-18:30	Dealers Den Setup	Art Show Setup		Artists' Lounge	Xany's Game Corner		Stage Fever Rehearsals	
18:30-19:00								
19:00-19:30								
19:30-20:00								
20:00-20:30								
20:30-21:00								
21:00-21:30								
21:30-22:00								
22:00-22:30								
22:30-23:00								
23:00-23:30								
23:30-00:00								
00:00-00:30								
00:30-01:00								
01:00-01:30								
01:30-02:00								

Meal Times: 17:00-20:00 BBQ (Outside if the weather is appropriate; otherwise, buffet in the Hotel Lobby)

Timetable: Thursday

	Day Events			Main Stage (Herbert Roth)	Confi 1 (Niedersachsen)	Confi 2 (Saarland)	Confi 3 (Thüringen)	Confi 4 (Bayern)	Other Locations
10:00-10:30	Setup	Setup							
10:30-11:00									
11:00-11:30									
11:30-12:00									
12:00-12:30	Dealers Den	Art Show			Meet the Guests	Esoterics: Dragons	Fursuit Gameshow Rehearsal	Werewolves of Miller's Hollow	*Hotel Lobby* Live Fursuit Head Construction
12:30-13:00									
13:00-13:30			Photo						
13:30-14:00				Nobody Expected That!	Cartoon 101	Okami's Little Sword School			
14:00-14:30									
14:30-15:00									
15:00-15:30				Stage Fever Setup & Tech Rehearsal	Exotic Fursuit Materials	The Fox Panel	S. Gallacci: Character Artwork	Gatsby and the Great Race	
15:30-16:00									
16:00-16:30									
16:30-17:00					Watts Martin: Author Reading	Introduction to Second Life			
17:00-17:30									
17:30-18:00									
18:00-18:30									
18:30-19:00									
19:00-19:30				Stage Fever	Artists' Lounge	Xany's Game Corner	Dance Dance Revolution		
19:30-20:00									
20:00-20:30									
20:30-21:00									
21:00-21:30									
21:30-22:00				Fursuit Dance					
22:00-22:30									
22:30-23:00									
23:00-23:30									
23:30-00:00									
00:00-00:30									*Kitty Twister* The Internet is for Porn
00:30-01:00									
01:00-01:30									
01:30-02:00									

Meal Times: 07:00-10:00 Breakfast (Hotel Lobby)
10:30-13:30 Brunch Buffet (Philarmonie)
17:00-21:00 Dinner a la carte (Philarmonie)

Timetable: Friday

	Day Events			Main Stage (Herbert Roth)	Confi 1 (Niedersachsen)	Confi 2 (Saarland)	Confi 3 (Thüringen)	Confi 4 (Bayern)	Other Locations
10:00-10:30				Gameshow Setup					
10:30-11:00									
11:00-11:30									
11:30-12:00									
12:00-12:30	Dealers Den	Art Show		The Fursuit Gameshow	The Plushie Panel	Secrets of a Small Press		Super Smash Brothers Brawl Tournament	
12:30-13:00									
13:00-13:30			Photo						
13:30-14:00				Music Café Setup	Fanzines: Then and Now	Video Game Developers Roundtable	S. Gallacci: Comic Book Illustration		
14:00-14:30									
14:30-15:00									
15:00-15:30				Furry Music Café	Horror Writing	Between Wolf and Dog		RAGE The Werewolf Card Game	*Hotel Lobby* Acting in Fursuit
15:30-16:00									
16:00-16:30									
16:30-17:00						Fursuit Builders' Roundtable	The Origins of the Fandom		*Dealers' Den* Booksigning Kyell Gold
17:00-17:30									
17:30-18:00									
18:00-18:30									
18:30-19:00									
19:00-19:30				Art Auction	Artists' Lounge	Xany's Game Corner			
19:30-20:00									
20:00-20:30									
20:30-21:00									
21:00-21:30									
21:30-22:00				Uncle Kage vs. Two					
22:00-22:30									
22:30-23:00									
23:00-23:30									
23:30-00:00									
00:00-00:30									*Kitty Twister* Erotic Fursuit Dancing Contest
00:30-01:00									
01:00-01:30									
01:30-02:00									

Meal Times: 07:00-10:00 Breakfast (Hotel Lobby)
10:30-13:30 Brunch Buffet (Philarmonie)
17:00-21:00 Dinner a la carte (Philarmonie)

Timetable: Saturday

	Day Events			Main Stage (Herbert Roth)	Confi 1 (Niedersachsen)	Confi 2 (Saarland)	Confi 3 (Thüringen)	Confi 4 (Bayern)	Other Locations
10:00-10:30									
10:30-11:00									
11:00-11:30									
11:30-12:00									
12:00-12:30	Dealers Den		Photo	Fur Wants to be a Millionaire?		Cartoon Roundtable	Lucid Dreaming	Furries in Video Game History	
12:30-13:00									
13:00-13:30									
13:30-14:00					Writing Seminar: Memorable Characters	Modern Technology ans Animal Welfare	S. Gallacci: Creating Albedo	Parallel Worlds – The Future	
14:00-14:30		Art Pickup		Parade Start					
14:30-15:00									
15:00-15:30				Concert Alexander James Adams		Massage and Relaxation		Advanced Fursuit Construction	
15:30-16:00									
16:00-16:30									
16:30-17:00					Digital Illustration and Image Processing		S. Gallacci: Writing for Comics	Basic Dance Moves	*Dealers' Den* Booksigning Watts Martin / Tim Susman
17:00-17:30									
17:30-18:00									
18:00-18:30									
18:30-19:00									
19:00-19:30				Pawpetshow: Dreamcatchers	Artists' Lounge	Xany's Game Corner			
19:30-20:00									
20:00-20:30									
20:30-21:00									
21:00-21:30									
21:30-22:00									
22:00-22:30				Big Blue Dance					*Kitty Twister* Second Life Party
22:30-23:00									
23:00-23:30									
23:30-00:00									
00:00-00:30									
00:30-01:00									
01:00-01:30									
01:30-02:00									

Meal Times: 07:00-10:00 Breakfast (Hotel Lobby)
10:30-13:30 Brunch Buffet (Philarmonie)
17:00-21:00 Dinner a la carte (Philarmonie)

Timetable: Sunday

	Confi 1 (Niedersachsen)	Other Locations
12:30-13:00		Group Photo
13:00-13:30	Feedback Session	
13:30-14:00		
14:00-14:30	Eurofurence e.V. General Meeting	
14:30-15:00		
15:00-15:30		
15:30-16:00		
16:00-16:30		
16:30-17:00		
17:00-17:30		
17:30-18:00		
18:00-18:30		
18:30-19:00		
19:00-19:30		
19:30-20:00		
20:00-20:30		*Kitty Twister* Dead Dog Party
20:30-21:00		
21:00-21:30		
21:30-22:00		
22:00-22:30		
22:30-23:00		
23:00-23:30		
23:30-00:00		
00:00-00:30		
00:30-01:00		
01:00-01:30		
01:30-02:00		

Meal Times: 07:00-10:00 Breakfast (Hotel Lobby)
10:30-13:30 Brunch Buffet (Philarmonie)
18:30-21:00 Dinner a la carte (Philarmonie)

Events

Wednesday

(Setup)
Art Show Setup
Wed, 10:00 - 17:00, 18:00 - 02:00
Artists only! Artists or Agents can bring artwork to the Show room and hang it. The Art Show is not open to the public yet.
Setup times may change as necessary, please inquire with the managers on site.

(Setup)
Dealers' Den Setup
Wed, 10:00 - 17:00, 18:00 - 02:00
Dealers only! Dealers can bring their merchandise to the Dealers' Den. The Dealers' Den is not open to the public yet.
Setup times may change as necessary, please inquire with the manager on site.

(Event)
Opening Ceremony
Wed, 17:00 - 20:00 • Outside Terrace
Join us for the official opening of the convention!

(Multi-day get together)
Artists' Lounge
Wed, 18:00 - 02:00 • Niedersachsen
See page 58!

(Multi-day game event)
Xany's Game Corner
Wed, 18:00 - 02:00 • Saarland
See page 58!

(Rehearsal)
Stage Fever Rehearsal
Wed, 19:00 - 02:00 • Bayern
Not a general event – participants only!

Thursday

(Setup)
Art Show Setup
Thu, 10:00 - 12:00
Artists only! Artists or Agents can bring artwork to the Show room and hang it.
Unclaimed panels will be redistributed now.
The Art Show will open to the public at 12:00.

(Setup)
Dealers' Den Setup
Thu, 10:00 - 12:00
Dealers only! Dealers can bring their merchandise to the Dealers' Den.
The Dealers' Den will open to the public at 12:00.

(Multi-day event)
Art Show
Thu, 12:00 - 18:00
See page 55!

(Multi-day event)
Dealers' Den
Thu, 12:00 - 18:00
See page 58!

(Panel)
Meet the Guests
Thu, 12:00 - 13:30 • Niedersachsen
Steve Gallacci, Watts Martin
Meet and greet our guests and learn more about them. This is the opportunity to ask the questions you always wanted to ask. The answer is probably 42, though.

(Panel)
Esoterics: Dragons
Thu, 12:00 - 13:30 • Saarland
Tyger
This year the esoteric SIG is about dragons. We will meet the dragon as a primeval entity beyond of our recent fantasy images – in theory and practical experience. Please bring a cushion or a blanket to sit on.

(Rehearsal)
Fursuit Gameshow Rehearsal
Thu, 12:00 - 15:00 • Thüringen
Not a general event – participants only!

(Game)
Werewolves of Millers Hollow
Thu, 12:00 - 13:30 • Bayern
Zuki
Players take the part of villagers stalked by werewolves among them, each night the beasts eat another villager, and each day everyone votes on who is responsible. Some of the villagers have special powers to help. A game of vore, death and lynchings with hilarious consequences. An easy to learn card game and a great way to meet other con-goers, takes about 20 minutes to play.

(Panel)
Live Fursuit Head Construction
Thu, 12:00 - 13:30 • Hotel Lobby
Tioh
Do you want to build a fursuit-head? This panel will get you started, by showing – live – how the basic shape of one fursuit-head is made of plastic-mesh (including features like movable jaw and eyelids). It'll cover tips and examples on how to plan and build it and what useful things are simple to add (easy maintenance and cleaning by using removable fur).

(Multi-day event)
Photoshoot
Thu, 13:00 - 16:00
See page 59!

(Event)
Nobody Expected That!
Thu, 13:30 - 15:00 • Main Stage
Akeela, Draugvorn
This year's gameshow by Akeela and Draugvorn: "Nobody Expected That!" An amusing session of questions and answers, the spanish inquisition is in town – and you can help them out! Want to see those heretics grilled with your obscure questions? There is a letterbox on the announcement board in the foyer, and some snazzy pre-printed question application forms, too!
If your question cannot be answered by our heretics, a piece of cake awaits you. (Not a lie!)
Styled after the popular humorous gameshow "Genial Daneben", a jury of 7 will be asked arcane and funny questions (like: "Why do Pandas stand on their hands to urinate?") – and give even more amusing answers.

(Panel)
Cartoon Drawing 101
Thu, 13:30 - 15:00 • Niedersachsen
Yamavu, Henrieke, Karpour
Did you ever want to draw funny animals, but didn't know where to start? Beginners and intermediates

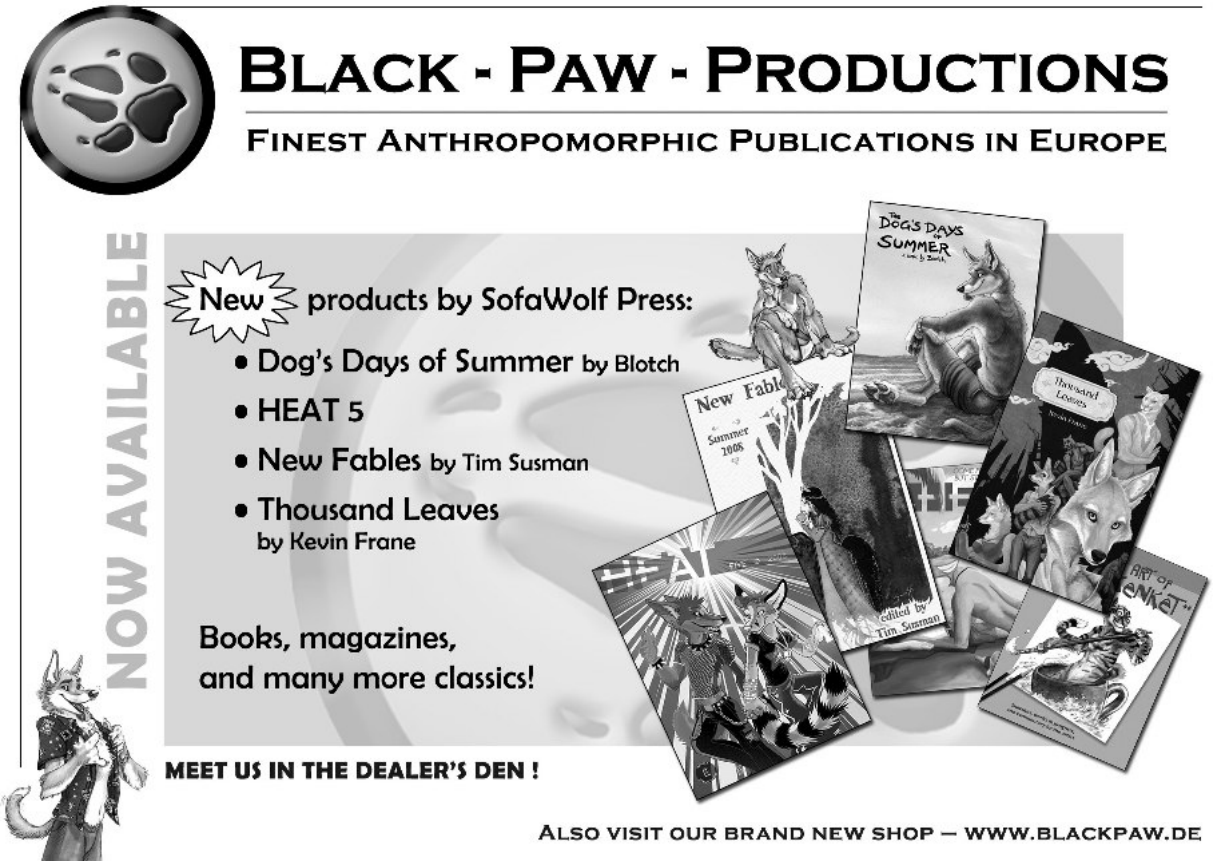
are welcome to join as 3 cartoonists give an introduction to drawing furry critters. Learn and repeat the basics of character creation and get dynamic with lines of action, funny expressions and appealing silhouettes!

(Panel)
Okami's Litte Sword School
Thu, 13:30 - 15:00 • Saarland
Okami
Hey there, fellow furs and zombiekillers. Are you sick of simply bashing and shooting zombies? Or are you even scared of them? You don't need to be. Learn to behead zombies in style and defend yourself with a sword at this little swordfighting school. I will try to teach you some basics. And if you're good enough, there will be no zombies left in no time.

(Rehearsal)
Stage Fever Rehearsal
Thu, 15:00 - 19:00 • Main Stage
Not a general event – participants only!

(Panel)
Exotic Fursuit Materials
Thu, 15:00 - 16:30 • Niedersachsen
Lance Ikegawa
Exotic Materials: NFT to delron to 700 different types of "foam rubber". Well, maybe not 700... but we'll go over different materials, some common and some not-so-common, to help you achieve the effect you're looking for.

(Panel)
The Fox Panel
Thu, 15:00 - 16:30 • Saarland
Fauho
Sly foxiez smart foxiez sexy foxiez strong foxiez awesome foxiez, we even got kitsune foxiez scary foxiez real foxiez... c'mon in foxielovers, if we don't got it you don't want it! In this sig we'll talk about those red mysterious sly canids sneaking around from dusk till dawn in the forests surrounding us, basic behaviour and adaptation to urban areas, discuss their influence in human culture and also the fandom... Even more, with a wink to the char-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ALSO VISIT OUR BRAND NEW SHOP – WWW.BLACKPAW.DE

ity project this year I'll explain how you can actually help the foxes in your neighbourhood, and will also explain some neat tricks to put you on their trail so you can go out and see for yourself what a real fox looks like... and how horribly scary it can be to cross a fox's path at night!

(Panel)
Character Artwork
Thu, 15:00 - 16:30 • Thüringen
Steve Gallacci
Our Guest of Honor and sequential art veteran Steve Gallacci gives an introduction on how to properly create a comic book character. Based on his own work, Steve is going to give insights into the necessary basics of media techniques and design criteria artists should be aware of.

(Game)
Gatsby And The Great Race
Thu, 15:00 - 18:00 • Bayern
Zuki, Beany
A Call of Cthulhu Horror roleplay game for players of any experience level. You know Julian Gatsby. He recently inherited the family home following the sad demise of his father. Julian is a free-spirited young man, and a new fan of the horse races. You arrive for a fabulous garden party and are shown to your room. In a few hours you will gather in the garden for an enjoyable afternoon of food, drink, stimulating conversation, and the radio broadcast of the Grand National of 1928. Julian Gatsby has meddled in matters that he should not have, leaving the players and himself to experience strange and mysterious events – until the players find a solution.

(Event)
Watts Martin: Author Reading
Thu, 16:30 - 18:00 • Niedersachsen
Watts Martin
Watts Martin will read from one of his works.

(Panel)
Introduction to Second Life
Thu, 16:30 - 18:00 • Saarland
Goldie
Do you have an avatar? A virtual representation of yourself? If not and you are interested in having one, this is the right panel. I will introduce you into Second Life and some other virtual worlds. Second Life has the biggest furry community in a 3D environment. Become a part of it. If you already have a Second Life account, you are welcome too.

(Stage Event)
Stage Fever 2 – Resurrection of Evil
(The Eurofurence Fursuit Show)
Thu, 19:00 - 21:00 • Main Stage
Mystifur, o'wolf, Zefiro
One year ago, on a mountaintop amidst the forests of Suhl, strange creatures from all over the world gathered to celebrate their annual rituals of fun and joy. Some of them fell ill to a highly contagious disease that later on became known as "Stage Fever". It made the victims move on stage, tell hilarious stories, sing and dance, and generally make a fool out of themselves. And some of them moved the audience to tears.
The infection seemed to be under control very soon. After only four days the Suhl forest fell as silent as it had been before, with the local population returning to its everyday life.
But below the surface, unnoticed by the world, the virus still exists. It evolved and now something dark is about to emerge from the depths…
The infection is back. And so are its victims. Be there with us and become an eyewitness. Your survival though, can not be guaranteed.

(Multi-day get together)
Artists' Lounge
Thu, 19:00 - 02:00 • Niedersachsen
See page 58!

(Multi-day game event)
Xany's Game Corner
Thu, 19:00 - 02:00 • Saarland
See page 58!

(Game)
Dance Dance Revolution
Thu, 19:00 - 22:00 • Thüringen
Areku
Dance Dance Revolution – Areku provides you the chance to dance and move your feet again. Exercise your body and have fun while dancing and jumping to J-Pop, Trance, Techno, Mainstream and

Continued after color section...

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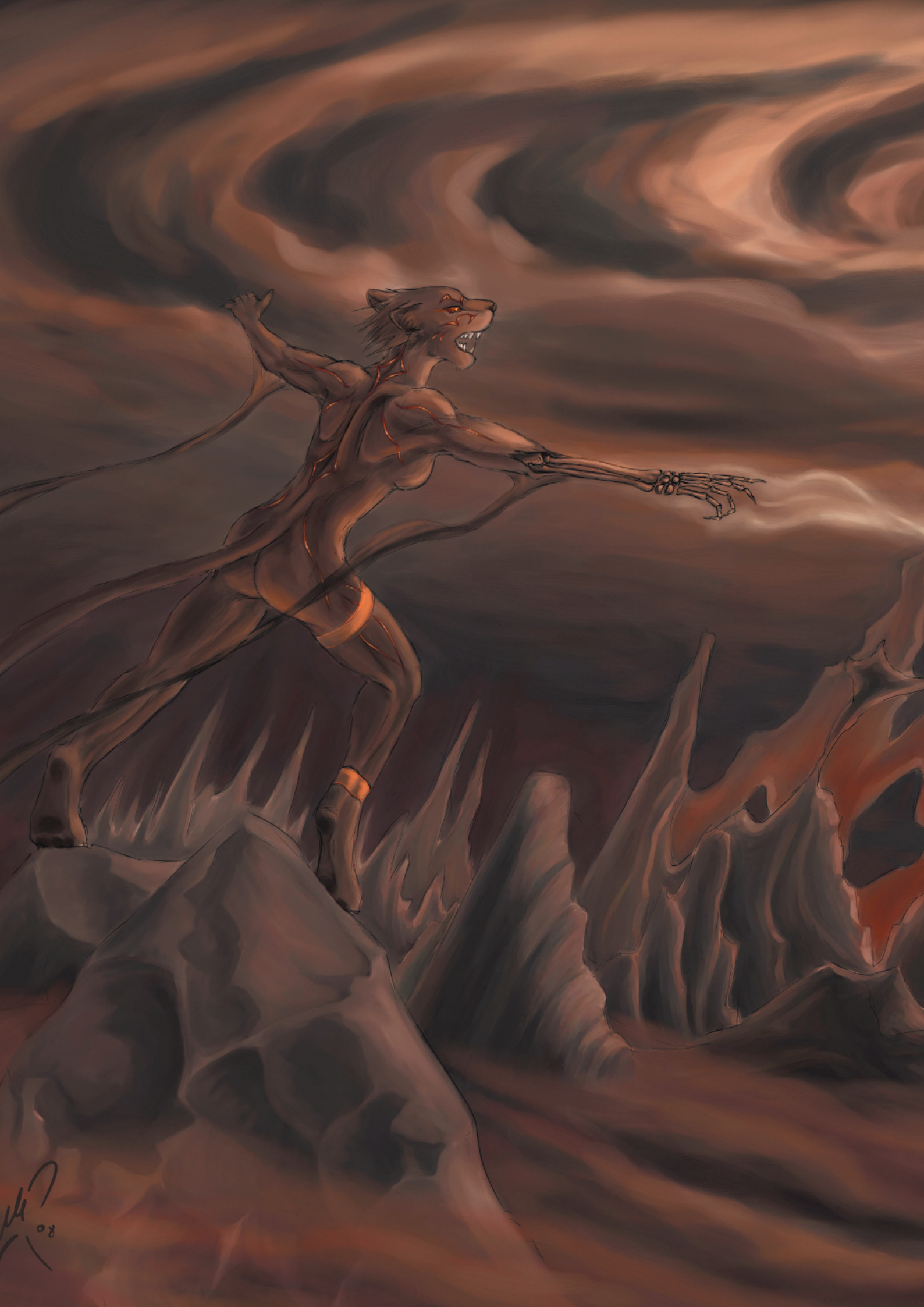


The Pawpet Show

DreamCatchers

Artwork by TaniDaReal

Rock music. Heat up your feet and show off your skill and your moves. This event is for novices and experts as Areku can help you to try it out, give you hints for your technique or be a competition partner. Fursuiters are welcome!

(Dance)
Fursuit Dance
Thu, 21:30 - 02:00 • Main Stage
DJ: Kenai
A dance special for fursuiters:
• Danceable Music
• less fog
• less strobelight
• more ambient light

(Event)
The Internet is for Porn
Thu/Fri, 00:00 - 02:00 • The Kitty Twister
The Kitty Twister Night Club invites you to a late night party sporting music, cool drinks and porn! Well, to be honest we're not exactly going to show you porn. But we'll keep you entertained with a series of games in which our candidates fight against each other to prove who's the true king of internet smut! The Kitty Twister opens it doors at midnight, the games will begin approximately half an hour later.
(Note: This is a charity event with limited attendance. That means attendees need to buy a ticket in advance. Tickets will be for sale for 4€ each. All proceeds will go to our official charity, the National Fox Welfare Association. Tickets will be sold Wednesday between 11:00 and 18:00 and Thursday from 15:00 to 18:00 near the registration desk, as long as supply lasts.)

Friday

(Setup)
Fursuit Gameshow Setup
Fri, 10:00 - 12:00 • Main Stage
Not a general event – participants only!

(Multi-day event)
Art Show
Fri, 12:00 - 18:00
See page 55!

(Multi-day event)
Dealers' Den
Fri, 12:00 - 18:00
See page 58!

(Event)
Fursuit Gameshow V 3.0
Fri, 12:00 - 13:30 • Main Stage
"Hello fursuiter, I want to play a game. So far your life has been dull and uneventful – but no more. Team by team you'll take the challenge and compete in a merciless battle for survival. Make your choice – win or lose."
The Fursuit Gameshow is back, and you are in for 90 minutes of fun and action on stage!

(Roundtable)
The Plushie Panel
Fri, 12:00 - 13:30 • Niedersachsen
Mhisani Leo, Anthropuppy
Plushies – what do they mean to you? Do you have one? Do you have many? What types do you have? And what do they mean to you? Come to this discussion group and talk about you and your plushies... Bring a plush with you if you can for the "Plushfurence group photo!"

(Panel)
Secrets of a Small Press
Fri, 12:00 - 13:30 • Saarland
Tim Susman, Jeff Eddy
Sofawolf Press shares the secrets of its success. Co-founders Jeff Eddy and Tim Susman talk about the origins of Sofawolf, early struggles, and how they became the dominant purveyor of furry entertainment they are today. They'll answer questions about what you can do if you want to start your own press or submit your work to Sofawolf.

(Game)
Super Smash Brothers Brawl Tournament
Fri, 12:00 - 15:00 • Bayern
Yeno, Dark Raccoon, Keenora
Super Smash Bros. is a well known game series, popular amongst most party groups and console owners. The games are even played as electronic sports! Now you have the chance to prove you are the best Brawler at Eurofurence. Super Smash Bros. Brawl will be at Eurofurence. Test your skill in

our Brawl tournament or go in for all out mayhem in the Melee round! Do you have what it takes?

(Multi-day event)
Photoshoot
Fri, 13:00 - 16:00
See page 59!

(Setup)
Furry Music Cafe Setup
Fri, 13:30 - 15:00 • Main Stage
Not a general event – participants only!

(Panel)
Fanzines - Then and now
Fri, 13:30 - 15:00 • Niedersachsen
Watts Martin, Tim Susman
GOH Watts Martin and author Tim Susman talk about the fanzine, a proud tradition of science fiction storytellers. We'll look at notable fanzines from the early days of furry fandom, like *Rowrbrazzle* and *Huzzah*, to the modern fanzines and e-zines like *Historimorphs*, *Renard's Menagerie*, *Tales of the Tai-Pan*, and *Claw and Quill*. You'll also learn how easy it is to start a fanzine, and how hard it is to keep one going.

(Roundtable)
Video Game Developers Roundtable
Fri, 13:30 - 15:00 • Saarland
Shadowfox, Thygrrr
Video Games. A staple in many Furries' everyday lives. But to some, just playing is not enough – they start making games themselves.
This panel is intended as a friendly get-together for Furries who made game development their hobby – or their profession.
Shadowfox and Thygrrr will open the roundtable with some words about the industry in general. Everyfur is invited to share their experiences, visions, dreams, and plans pertaining to the craft, science, and art of game development. You can ask and answer questions, learn to know new folks in the business, and just have a good time.

(Panel)
Comic Book Illustration
Fri, 13:30 - 15:00 • Thüringen
Steve Gallacci
Our Guest of Honor, Steve Gallacci, is going to discuss the most important aspects of doing comics / sequential illustration. This does not only include the basics of comic book layout and design, but also details like how to plan out your artwork to optimally support your story, and how to get the pacing right.

(Roundtable)
Furry Music Café
Fri, 15:00 - 16:30 • Main Stage
Eisfuchs, BigBlueFox
Upholding the tradition of EF9 and beyond, we are going to have the Furry Music Café again! Sadly Chama, our regular host, will not be able to attend, so we started a new team to get the show on the road.

(Panel)
Horror Writing
Fri, 15:00 - 16:30 • Niedersachsen
ANTIcarrot
We've all come across art and writing that makes us want to gouge our own eyeballs out with a blunt spork out of induced self-loathing – but have you ever wondered how to invoke that feeling deliberately? How to create (in art or writing) a sense of

horror? Well, you could turn people into animals! Ah, erm... Or threaten them with being eaten! Oh, wait... Maybe tie them up with rope so they're helpless and... Damn. How do you write horror for a fandom that turns almost everything into porn?

(Panel)
Between Wolf and Dog
Fri, 15:00 - 16:30 • Saarland
Altair
Exactly fifty years ago, a secret military experiment took place behind the iron curtain. The Czechoslovak border guards were cross-breeding german shepherds with wolves while trying to produce the best guard dog breed. The experiment was an utter and complete failure, because the hybrids were unusable for military or police service. However, the new breed was born: a Czechoslovak wolfdog. Animal having the looks and certain behavioral characteristics of a wolf, yet possible to keep as a pet and in a city.

(Game)
Rage – The Werewolf Card Game
Fri, 15:00 - 18:00 • Bayern
Thygrrr
RAGE is a Collectible Card Game set in the popular Werewolf: The Apocalypse universe. It is a fast-paced game of savage fury and horror, where players lead their pack of werewolves in a grim war against the evil Wyrm. The sacred Earth Mother, Gaia, is dying – polluted, corrupted, destroyed. Violent struggles and tribal politics ensue as the individual packs vie for dominance over their enemies... and over each other!
Though out of print, Rage has been perpetuated for years in the form of free, downloadable expansions developed and illustrated by people and artists with ties to the furry fandom.
New players, you are invited to try the game! Everyone is welcome to play with us. A ready-made deck of cards will be provided if you need one.

(Workshop)
Acting in Fursuit – Performance Workshop
Fri, 15:00 - 16:30 • Hotel Lobby
FurbleFox, Frost-T-Wolf
Do you have a fursuit and are not too sure what to do with it? Do you wonder why you never get any attention when you are wearing it and wonder why you're never in any videos? Do you wish you could be bouncier but aren't sure how? Then our Fursuit Performance Workshop is for you! We'll be having an informative and fun session where we'll be giving tips, answering questions and having fun!

(Roundtable)
Fursuit Builders' Roundtable
Fri, 16:30 - 18:00 • Saarland
Tioh, Furvan
The meet and greet for fursuit-builders and those who want to start making fursuits. Fursuit-builders can show their construction-techniques and fursuits here. Beginners can discuss ideas with experienced builders.

(Panel)
The origin of the Fandom
Fri, 16:30 - 18:00 • Thüringen
Steve Gallacci, Watts Martin
Many agree that furry fandom had its origins in funny animal fandom, which has existed since at least the 1940s. In the 1980s, a group of fans interested in animal characters in comics and stories was forming around other organized fan activities. Room parties at science fiction conventions, meetings of the C/FO, and APA collating parties for funny animal and cartooning APAs, such as *Vootie* and *Rowrbrazzle*. Our Guest of Honor, Steve Gallacci, is going to give a little history lesson from the early days of the US furry fandom. How, when and where did it all begin? Who started it all? Where did the name come from? What kind of role did *Albedo* (and alt.fan.albedo) play in the early days of the internet?

(Event)
Book Signing - Kyell Gold
Fri, 16:30 - 18:00 • Dealers' Den
Kyell Gold
Author Kyell Gold (Volle, Pendant of Fortune, Waterways) makes his debut public book signing appearance at EuroFurence! Don't miss the chance to get a signed copy of his award-winning novels and stories! Kyell will be available at the table of Blackpaw Productions in the dealers den at the designated time.

(Event)
Art Auction
Fri, 19:00 - 21:00 • Main Stage
Uncle Kage, Fjordwolf
Get your hands dirty in the final bidding war for the most contested pieces in the Art Show
See page 55!

(Multi-day get together)
Artists' Lounge
Fri, 19:00 - 02:00 • Niedersachsen
See page 58!

(Multi-day game event)
Xany's Game Corner
Fri, 19:00 - 02:00 • Saarland
See page 58!

(Event)
Uncle Kage vs. Two
Fri, 21:30 - 00:30 • Main Stage
Uncle Kage, 2 the Ranting Gryphon
This event should be more appropriately titled "Clash of the Titans": Uncle Kage and Two the Ranting Gryphon, presenting storytelling and stand up comedy at its best… combined in one big event! Fasten your seatbelts and prepare your laughing muscles for impact, because sometimes, the truth does hurt! The first hour of the show will be dedicated to Uncle Kage, then our Gryphon will take over the stage for another hour. And only your personal deity of choice knows what might happen then...

(Event)
Erotic Fursuit Dancing Contest
Fri, 00:00 - 02:00 • Kitty Twister
The Kitty Twister Night Club invites you to a late night party sporting music, cool drinks and naked dancers! Well, naked at least if you don't count the fur. You will be the judge to decide who is the most skilled in the art of seduction… and making everyone give them all their money! The Kitty Twister opens it doors at midnight, the games will begin approximately half an hour later.
(Note: This is a charity event with limited attendance. That means attendees need to buy a ticket in advance. Tickets will be for sale for 4€ each. All proceeds will go to our official charity, the National Fox Welfare Association. Tickets will be sold Wednesday between 11:00 and 18:00 and Thursday/Friday from 15:00 to 18:00 near the registration desk, as long as supply lasts.)
We're also still looking for candidates, for whom attendance will of course be free. The bowling alley will be set up as a resting/changing area for fursuiters who take part in the game.

Saturday

(Multi-day event)
Dealers' Den
Sat, 12:00 - 18:00
See page 58!

(Multi-day event)
Photoshoot
Sat, 12:00 - 14:00
See page 59!

(Event)
Fur wants to be a Millionaire
Sat, 12:00 - 13:30 • Main Stage
Tigerseye, Xan, Gyroplast
Join our host Gyroplast for a chance to test your knowledge in this furry version of the popular gameshow "Who wants to be a Millionaire". Show everyone that you can be the one to crack the magical 1 Million points question. The fur with the most points will be declared the furillionaire of the year and win a prize.

(Roundtable)
The Cartoon Roundtable
Sat, 12:00 - 13:30 • Saarland
Henrieke, Karpour, Yamavu
Reanimate your childhood while watching a selection of the greatest cartoon productions of the 20th century. Discuss the makings of "golden age" animators and artists like Tex Avery, Bob Clampett and Carl Barks with like-minded people.

(Panel)
Lucid Dreaming
Sat, 12:00 - 13:30 • Thüringen
nifelan, Karakina
You spend about eight hours per day sleeping – why not use that time for adventures, relaxation or learning? Lucid dreaming is the key to a world

where you could be doing whatever you want wherever you want and as whatever you want. Overcome your fears, study, get to know yourself or simply explore a miraculous world full of strange and beautiful things – but most importantly: have fun.

(Panel)
Furries in Video Game History
Sat, 12:00 - 13:30 • Bayern
Yeno
Furries and video games have a very close relationship. The majority of furries loves video games, and there are even a few who are working for companies developing or publishing video games. But what about furries in video games? Who was the first anthro to appear in a video game? Who are the most popular anthros from video games? These questions, together with a lot of other interesting things will be topic to this panel.

(Panel)
Writing Seminar – Memorable Characters
Sat, 13:30 - 15:00 • Niedersachsen
Watts Martin, Tim Susman
What makes some characters take off in the public consciousness while others come and go without much notice? How can you make sure your characters stick in people's minds? GOH Watts Martin and author Tim Susman discuss the craft of character creation: basic rules, pitfalls, and tricks you can use to make sure your characters pop off the page.

(Panel)
The impact of modern technology on animal welfare
Sat, 13:30 - 15:00 • Saarland
Rhondil
Contemporary demands of medicine and globalization of food markets result in an increasing adverse impact on animal treatment and livestock husbandry. Moreover, exploitation of nature for the sake of scientific research and agriculture endanger the future of several species. However, modern technology can be utilized to significantly reduce the amount of animals required for research in disease control and increases the efficiency of livestock husbandry. Furthermore, animals can be kept in a more species-appropriate way by taking advantage of recent technological developments. Frank Buschmann, expert animal welfare advisor, will give a digest of solutions available.

(Panel)
Creating Albedo
Sat, 13:30 - 15:00 • Thüringen
Steve Gallacci
Albedo Anthropomorphics or its short name, *Albedo*, is the name of a furry comic book anthology which is often credited with starting the furry comic book subgenre. Its main feature, "Erma Felna: EDF", is a sophisticated science fiction military series set in a sector of space populated by sentient and predominately humanoid versions of several mammal and avian species. Our Guest of Honor, Steve Gallacci, who is both the publisher and the driving creative force, will talk about the "why, what and how" he created the comic book that started it all and his work in general.

(Panel)
Parallel Worlds – The Future
Sat, 13:30 - 15:00 • Bayern
Ozone Griffox, BlankHare
Computers... a world of absolute logic and never ending science. From the simplest bits of information, the zero and one, humanity managed to create fantastic tools to help us in our daily life. Nowadays, those tools are living a revolution! One of the most obvious uses might be artificial intelligence in games. But in reality, we unconsciously want this revolution to grow more subtle, to make it easier for a person to offer his trust to the machines.
In this SIG, we will try to imagine a world where artificial intelligence is omnipresent and nearly unavoidable. How much different would our lives be if our dreams could be simulated and made real through our game-stations.

(Event)
Art Pickup
Sat, 14:00 - 18:00
At the Art Show you can finally purchase the pieces you were bidding for in Show and Auction. Also, unsold or not for sale pieces may be picked up by the artists.
See page 55!

(Event)
Fursuit Parade
Sat, 14:00 - 14:30 • Main Stage
Mystifur
The traditional Fursuit Parade – an inherent part of each major furry convention. All fursuiters join up for the parade through the entire con site (and its surroundings, if the weather permits). During the parade, there will be two stops for fursuit group photos. One in front of the hotel's main entrance, and one on the terrace and stairs with its beautiful view over the local woods. The parade starts in the Stage Hall "Vorsaal Herbert Roth" and ends in the Fursuit Lounge, behind the Elevators. If you want to take part... make sure you're there in time.

(Event)
Alexander James Adams Concert
Sat, 15:00 - 16:30 • Main Stage
Alexander James Adams
The spirit of Heather Alexander's music and bardic legacy live on in her appointed heir to the Heatherlands: Alexander James Adams. This will be a solo performance of songs from all over the heir's musical spectrum. Everyone is invited to come and get to know the new presentation of a well-known spirit of inspiration.

(Workshop)
Massage and Relaxation
Sat, 15:00 - 16:30 • Saarland
Leo_Ren
After a day full of blood and gore, you need to wind down at Leo's Massage And Relaxation. Learn how to take a nice breather, get your neck muscles loose and have a fine time doing it.

(Panel)
Advanced Fursuit Construction
Sat, 15:00 - 16:30 • Bayern
Lance Ikegawa
From 4-legs to Jack-legs to No-legs: How to hide the human form. My experiments – successful and not – in creature costuming.

(Panel)
Digital Illustration & Image Processing
Sat, 16:30 - 18:00 • Niedersachsen
The Werewolf
An introduction to digital illustration and image manipulation looking at the hardware and software tools available and techniques to get you started on using your computer to draw. What differences are there between paper and computer art? What are some basic skills you can use with your computer? What's the cheapest way to get into it and what's the most fun? Also, now that you've created a masterpiece, how do you distribute it?
We'll also look at some issues you may not have considered such at copyrights and digital media, and marketability of digital works.
This presentation will be oriented towards Windows-based systems including UMPCs and Tablet-PC, but the software and some of the hardware being discussed works equally well on Macs and most of the techniques presented will be platform independent. Feel free to bring your laptops to the session, but be warned, we might not have enough outlets, so make sure your batteries are charged. :)

(Panel)
Writing for Comics
Sat, 16:30 - 18:00 • Thüringen
Steve Gallacci
When creating your own comic book, the artwork is only one half of the equation. The other is storytelling. Our Guest of Honor, Steve Gallaci, invites you to a general discussion of considerations of writing for comics, of course with a strong emphasis on Science Fiction and Furry.

(Workshop)
Basic Dance Moves
Sat, 16:30 - 18:00 • Bayern
Zaroi Viverra, DJ Miyabi
Are you one of those furs who always stands on the side of the dance floor because you are too nervous? Are you one of those who think that dancing is "not your thing". Or do you simply want to dance with the amazing Zaroi Viverra to the musical stylings of Miyabi (known from HARDDRIVE.FM) ?
Then this is your chance! You don't want to miss this because every-fur will be talking about this. Zaroi will boost your motivation, teach you some basic moves and show you why dancing is so much fun. Dancing isn't difficult at all!
There will be enough time after the lessons to dance freely, to show off your new moves and to

Continued after color section...

Art Show and Auction

This year's Art Show again presents a multitude of international artists. See your favorites, bid on whatever you like, and buy art for your home!

Registration is needed for bidding: You will receive a sticker sheet with coded numbers. Write your bid on it, and simply paste the sticker to the bid sheet! You will get the necessary stickers when you register at the Art Show door, together with a bidding rules sheet and explanations, just in case you've never been to the Show before!

Eight bids fill the bid sheet and send the piece to auction. In the voice auction, you will have to defend your selection against other prospective buyers. The exalted Auctioneer is our favorite Uncle Kage. The sky's the limit – but don't bid more than you can afford!

When you have successfully acquired a piece, you can pick it up on Saturday in the Art Sales. Cash only, please – no plastic. We need to pay the artists! Accepted currency is Euro; we can't change dollars or pounds.

Art Show opening times:

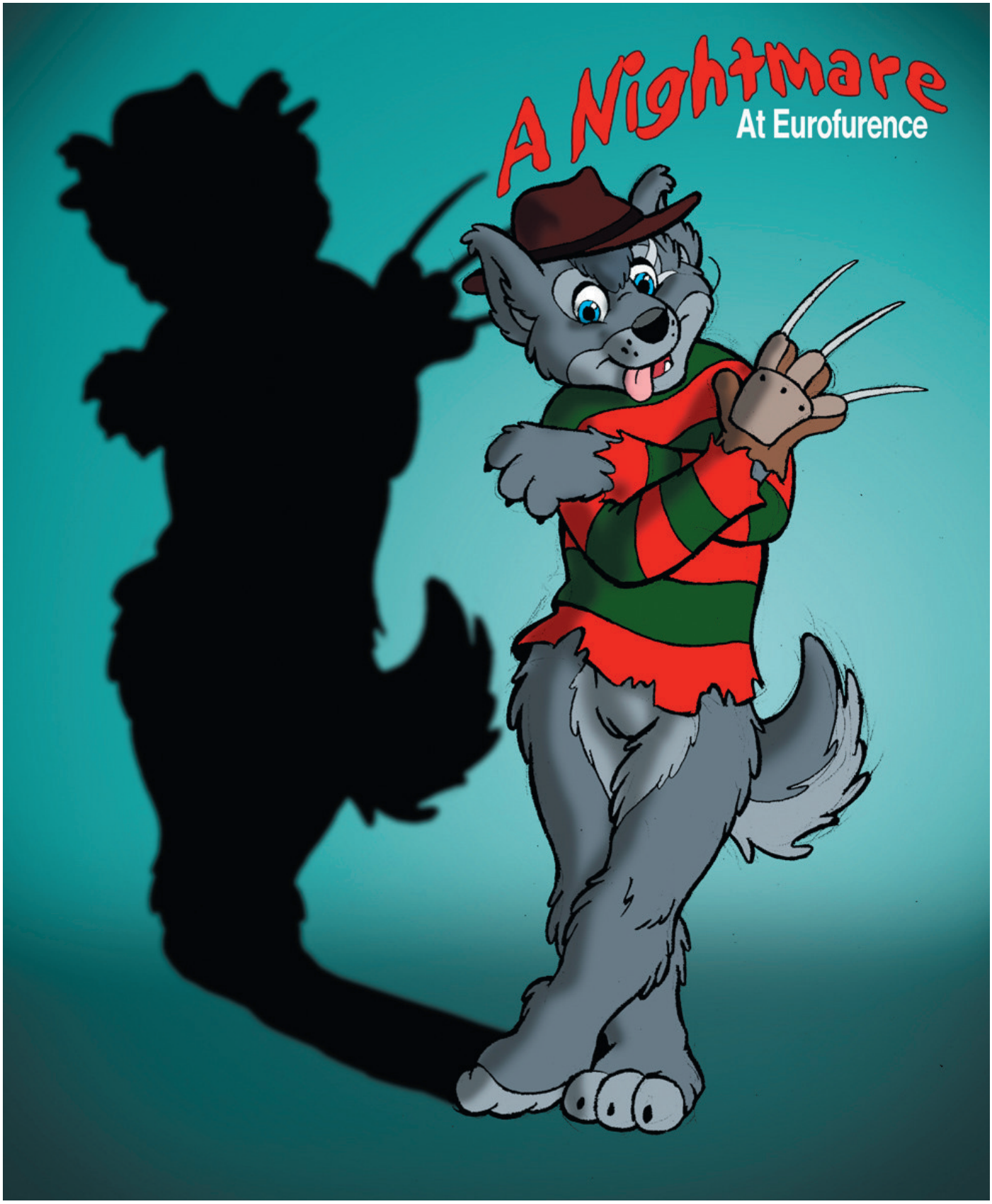
Thursday	12:00 – 18:00
Friday	12:00 – 18:00 (closing)

Art Auction:

Friday	19:00 – 21:00 (ends as necessary)

Art Sales:

Saturday	14:00 – 18:00 (Public Art Pickup)
Saturday	17:00 – 18:00 (Artists' Payment)


A Nightmare
At Eurofurence

enjoy one of humans / furs most essential needs; Music!
Make sure you attend this event and bring everybody you know, because Zaroi will give away Heathen City goodies as prizes! There will be free glowsticks, “punch and pie”, and the event is fursuit friendly.

(Event)
Book Signing – Watts Martin & Tim Susman
Sat, 16:30 - 18:00 • Dealers‘ Den
Watts Martin, Tim Susman
Watts Martin (author, *Why Coyotes Howl*, *New Fables*; editor, *Claw and Quill*) and Tim Susman (author, *Common and Precious*, *Breaking The Ice*, *Shadows in Snow*; editor, *New Fables*) will sign their books and answer questions about them. Come say hi at the table of Blackpaw Productions in the Dealers’ Den!

(Event)
Pawpetshow: Dreamcatchers
Sat, 19:00 - 21:30 • Main Stage
Sleep, Dreams, Nightmares. Deep in the night, when evil things start haunting us we wish we could just wake up and forget about what we’ve seen as soon as possible. But sometimes it‘s not that easy. Sleep has us in its clutches, and often we can’t even tell we’re dreaming. At other times, we don’t even want to wake up, because we have the most beautiful dream. But no matter if we are struggling to wake up or enjoying what we’re seeing, it is not our decision when we will return to reality. And when we finally do, there is no telling how much we take with us – a faint impression or a frightening memory. Inevitably, we will have to surrender to our dreams, once again exchanging reality for something beyond our control – for better or worse.

(Multi-day get together)
Artists’ Lounge
Sat, 19:00 - 02:00 • Niedersachsen
See page 58!

(Multi-day game event)
Xany’s Game Corner
Sat, 19:00 - 02:00 • Saarland
See page 58!

(Dance)
BigBlue Dance
Sat, 22:00 - 02:00 (open ended) • Main Stage
DJ: BigBlueFox
The ultimate EF dance experience! You doubt it? Be there!

(Event)
The Second Life Party
Sat, 22:00 - 02:00 • Kitty Twister
Akeela
Like Second Life, but with better Graphics!
Yeah, that’s right, this is going to be the first official Second Life Party at Eurofurence! Your hosts of the evening are the two resident DJs of the Café Phoenix in Second Life, Han Xiao and Akeela Banting. The party is set up parallel to the big blue dance, so you can come around if you need a break, or you wanna listen to some quite different music :)
Han is going to play a set made of rarities, strange stuff and a lot of cool tunes, but always nicely selected and arranged. Akeela is going to provide his usual mix of well-known and not so well-known but perfectly danceable tunes.
So we hope to see lots of you, even if you aren’t a Second Life player, come around and have lots of fun!

Sunday

(Event)
Group Photo
Sun, 12:30 - 13:00 • Outside

(Event)
Feedback Session
Sun, 13:00 - 14:00 • Niedersachsen
Voice your opinion on this convention!

(Official)
Eurofurence e.V. General Meeting
Sun, 14:00 - 15:00 • Niedersachsen

(Event)
Dead Dog Party
Sun, 20:00 - 02:00 • Kitty Twister
A hands on workshop in how to celebrate the end of a convention. ;) Have Fun.

Dealers' Den

Our dealers have brought you a vast array of books, comics, and merchandise for furs. This is the opportunity to stock up your reading material, your toys, or your collection.

There will be artists present. Get it from the source! Perhaps this is also the chance to buy an original sketch?

On popular request, the Dealers' Den is open on Saturday, after Friday's Art Auction is done and the bidding is decided. Didn't get your favorite original? Spend your leftover money here and find happiness with a new acquisition!

Now bigger than ever with an additional Den!

Dealers' Den opening times:

Thursday	12:00 – 18:00
Friday	12:00 – 18:00
Saturday	12:00 – 18:00

More Multi-Day Events

(Multi-day game event)

Xany's Game Corner

Wed, 18:00 - 02:00 • Saarland
Thu, 19:00 - 02:00 • Saarland
Fri, 19:00 - 02:00 • Saarland
Sat, 19:00 - 02:00 • Saarland

Xaneorath, LeoNerd, Raider

Offering a wide variety of different tabletop games to lend, the gamecorner is the right place to go if you wish to meet new furries or if you just want to hang out with your friends. Decide on one of about 50 games sponsored by the panelists or bring your own, for a relaxing evening with other fellow gamers.

(Multi-day get together)

Artists' Lounge

Wed, 18:00 - 02:00 • Niedersachsen
Thu, 19:00 - 02:00 • Niedersachsen
Fri, 19:00 - 02:00 • Niedersachsen
Sat, 19:00 - 02:00 • Niedersachsen

Where do artists go and sit together? The artists' lounge, that is where! This is not an organized event but a comfy – or busy, if you rather prefer that – happening.

Fursuit Photoshoot

You always wanted to have some nice photos of your fursuit taken, but you never managed to get an appointment in a photo studio, or you didn't want to carry your suit and the accessories to a studio? Maybe you just didn't find the right one? There's no need to worry any longer. Eurofurence brings the photostudio to YOU!

All you have to do to have your very own fursuit photo shoot in a professional environment is to enroll and put on your fursuit.

You can bring your favorite accessories and maybe some toys, we bring everything else. Of course we can also help you to find the right pose for the photos. This year, our set will be eerie and spooky to perfectly fit the convention motto and give you the chance to bring back some pictures to show what EF14 was all about!

Just like last year, we will offer three timeslots, which are announced in the official timetable.

Due to the overwhelming demand, we've implemented a new kind of queue management. You don't need to wait in costume all the time anymore. Just visit when the timeslot begins and register with the queue managers. They will tell you the approximate time for your turn.

If you have any special wishes, or any things we should know about (like very sensitive parts of your suit, unusual small field of view, etc.) just tell the queue manager so we can arrange everything in time.

Unfortunately, we don't have the time to burn everything to DVD during the shooting. Instead, we'll send you an e-mail with a link to your photos, where you can download them shortly after Eurofurence.

Thu, 13:00 - 16:00 • Holli-Club
Fri, 13:00 - 16:00 • Holli-Club
Sat, 12:00 - 14:00 • Holli-Club

ALL THE BEST IN ANTHROPOMORPHICS

Come join Further Confusion 2009 and catch a wave, hang-ten off the shores of a Polynesian isle, or hit the beach and grab a mojito under the palm trees, listening to the call of tropical birds.
Further Confusion is one of the largest international conventions celebrating anthropomorphics in all its guises.

GUESTS OF HONOR

Jeff Pidgeon, *Pixar Animation Studios Story Artist*
Anita Coulter, *Puppeteer*
Clare Bell, *Author of the "Ratha" Seris*

Registration Rates (before Sept. 1st)
Entire con (Thursday-Monday): $40 or $50 at the door.
Sponsor Membership: $100 or above
Patron Membership: $200 or above
email: info@furtherconfusion.org
www.furtherconfusion.org

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Crew:
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Pegla (Danny Palic)

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Gopher Herding:
Hoyt (Marcus Dudziak)
Helping Paws:
Sirana, Parca, Gato Boy, Gigi, Weed-San, Saber, Century, Mark Treefox, Lupo, Rukario, JR-Wolf
To all Gophers:
Thank You for being there!
Internet Team Lead:
Kralle (Maik Dulsmann)
Wise Owl:
Lizard (Sascha Bias)
Decoration Staff:
Mylo (Nils Erben)
Fursuiter Support Lead:
Mystifur (Oliver Bartel)
Tigerseye (Tobias Schweitzer)
Fursuiter Support Crew:
Furvan (Gregor Hassler)
};{ (Jürgen Wallner)

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BigBlueFox (Karsten Auchter)
TV Crew:
Wolffire (Heiko Stangel)
Foxy (Hans Bernhard Streit)
Cleanerwolf (Boris Bügel)
Tillikum (Sebastian Heuss)
Tristan (Nils Decker)
Ysegrim (Gregor Leusch)

Stage Crew

Team Lead & Sound:
Jaryic (Henning Stalke)
Stage Rental Manager:
Nightfox (Nico Buchmühlen)
Sound Engineers:
Lizard (Sascha Bias)
Taibu (Christoph Kellner)
Lighting Lead:
Darkwing (Torsten Stalke)
Nightfox (Nico Buchmühlen)
Assistant Lighting:
CJ (Christian Jesch)
Nikoshi (Kevin van Stekelenborg)
Video Projection:
Cheetah (Sven Tegethoff)
Stage Tech:
MafunDi (Jens-René Wiedemann)

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Chief of Consite Security:
somewolf
Deputy Chief of Consite Security:
Lynard (Dirk Lang)
Senior Officers:
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Alphawolf (Daniel Münnemann)
Badger (Robert Labus)
Blutwolf (Torsten Weiler)
CJ (Christian Jesch)
Dhary (Andreas Theißen)
Firewulf (Patrick Weber)
Footpad (David Hughes)
Kairan (Michael Kleebauer)
KayJay (Klaus-Peter Jacobs)
KingSimba (Yao Guang)
kovu (Christian Hesse)
Kyron (Mike Jendrny)
lizard (Sascha Bias)
Lynard (Dirk Lang)
Num8 (Maxime Auquier)
Raschkar (Heribert Vogt)
Sibertiger (Oliver Staubach)
Simely (Simon Schneeberger)
Skunki (Stephan Müller)
Tascun (Chris Schäfer)
Tekumseh (Olav Jahn)
TiBoth (Mike Dornberger)
Tristan (Nils Decker)
tVos (David San Cirilo)
UlyssesDraco (Bastian Oppel)
Wolffire (Heiko Stangel)
Junior Officers:
AkiFox (Michael Hillebrand)
Bloodhound_Omega (Maja Wrzosek)
garra (Markus Haferkamp)
Khaosdog (Saskia Lemke)
Sethaa (Julia Lorenz)
Shian (Andre Hallier)
Volunteers:
Brookida, Dainty, DarkRat, draconigen, Dragony, Locutus, OkamiWatanabe, SkyHoof

Fursuit Photoshoot

Photographer:
Thalian (Mike Göhre)
Assistant Photographer:
BigBlueFox (Karsten Auchter)
Queue Manager:
Dhary Montecore (Andreas Theißen)

Group Photo

Photographer:
Thalian (Mike Göhre)

Charity

Director:
EosFoxx (Marion Fischer)
Crew:
Pan Hesekiel Shiroi (Michaela Frech)

Art Show

Art Show Directors:
Cairyn (Ronald Klemp)
Blue_Panther (Robert Keller)
Logistics Manager:
Cin (Andreas Baier)
Art Show Staff:
Bander (Richard Mulder)
PatriX Darkhoof (Patrick Tilp)
Naut (Dominik Fahrni)
Nerkitt (Martin Schuster)
Auction Crew:
Fjordwolf (Frank Schultz)
Tabalon (Andreas Jaekel)
Mbili (Barbora Vollmer)
Auction Display Ops:
Ysegrim (Gregor Leusch)
Stage Auctioneer:
Uncle Kage (Dr. Samuel Conway)

Dealers' Den

Director:
Eisbaer (Robert Hofmann)
Assistant Director:
Riffuchs (Kai-Uwe Wilke)

Con Book

Cover Art:
Blotch
Editor, Interior Design & Layout:
Cairyn (Ronald W. Klemp)
Story Writer:
Watts Martin
Proofreading:
Whazzat (David Severance)
and many others
Printing:
Skunki (Stephan Müller)
Druckerei Karolus GmbH
Illustrations:
pg. 3, 18/19, 23: Blue_Panther (Robert Keller)
pg. 4, 5: AWE (Achim Weihrauch)
pg. 9: Akeyla (Barbara Utzinger)
pg. 10: TheAngel (Wolfgang Burkhard)
pg. 11: scheriff (Ivo Hanak)
pg. 13, 25, 27b, 32/33, 35, 50: Dark Natasha
pg. 14: Heather Bruton
pg. 15: Magus Lupus (Christoph Studer)
pg. 17, 27a, 28, 40, 62: Pan Hesekiel Shiroi (Michaela Frech)
pg. 20: Irah (Harri Karhu)
pg. 26, 58a: Yamavu (Gerald Schnepf)
pg. 31: Kisu (Raimo Samuli)
pg. 34: Sca_Sii (Ronny Grahl)
pg. 42: Henrieke Goorhuis
pg. 45: Nimrais (Jenny Fromm)
pg. 46/47: Imiak (Matthias Kisler)
pg. 48: TaniDaReal (Tanja Freese)
pg. 55: Bloodhound_Omega (Maja Wrzosek)
pg. 56: Herbie
pg. 58b: Karpour (Thomas Novotny)

Fursuit Gameshow

Event Lead & Script & Props:
};{ (Jürgen Wallner)
Director & Scoreboard Operator:
Ysegrim (Gregor Leusch)
Assistant Director:
Furvan (Gregor Hassler)
Umpire:
Adrixan (Peter Aufner)
Host:
Aetobatus (Michael Sawyer)
Stage Hands:
Kana (Daniel Karner)
Kazzador (Harald Metka)
Sound Operator:
Taibu (Christoph Kellner)

Stage Fever 2

Director & Host:
Mystifur (Oliver Bartel)
A/V Director:
Cheetah (Sven Tegethoff)
Stage Hands:
o'wolf (Jörg Reuter)
Zefiro (Frederic Ahring)

Fur Wants To Be a Millionaire

Director:
Tigerseye (Tobias Schweitzer)
Assistant Director:
Xan (Dominik Walter)
Host:
Gyroplast (Dennis Herbrich)

Paw Pet Show

Director & Script:
Cheetah (Sven Tegethoff)
Main Puppeteer & Script:
Eisfuchs (Dario Abatianni)
Main Puppeteers:
Fairlight (Marcus Hess)
Lynard (Dirk Lang)
TaniDaReal (Tanja Freese)
Set Design:
TaniDaReal (Tanja Freese)
Backstage Lead:
Reesa (Barbara Mader)
Puppeteers:
FinFarenath (Florian Walter)
o'wolf (Jörg Reuter)
Tigerseye (Tobias Schweitzer)
Stage Backdrop:
Blue_Panther (Robert Keller)
Stage Hands, Props, Effects, Curtain:
CJ (Christian Jesch)
Eisbaer (Robert Hofmann)
Pan Hesekiel Shiroi (Michaela Frech)
Xan (Dominik Walter)
Zefiro (Frederic Ahring)

Fursuit Dance

DJ:
DJ Kenai

Big Blue Dance

DJ:
BigBlueFox (Karsten Auchter)

Kage vs. 2

Hosted by:
Uncle Kage (Dr. Samuel Conway)
2, the Ranting Gryphon

Dancepainting

Director:
Blue_Panther (Robert Keller)

EF-Prime

Team Lead:
BigBlueFox (Karsten Auchter)
Crew:
Kralle (Maik Dulsmann)

Alexander James Adams Concert

Performer:
AJA (Alexander James Adams)
Assistant:
Kimani (Julia Kellner)

FINIS

Panelists

Xany's Game Corner:
Xaneorath
LeoNerd
Raider
Meet the Guests:
Steve Gallacci
Watts Martin
Esoterics: Dragons:
Tyger
Werewolves of Millers Hollow:
Zuki
Live Fursuit Head Construction:
Tioh
Nobody Expected That!:
Akeela
Draugvorn
Cartoon Drawing 101:
Yamavu
Henrieke
Karpour
Okami's Litte Sword School:
Okami
Exotic Fursuit Materials:
Lance Ikegawa
The Fox Panel:
Fauho
Character Artwork:
Steve Gallacci
Gatsby And The Great Race:
Zuki
Beany
Watts Martin: Author Reading:
Watts Martin
Introduction to Second Life:
Goldie
Dance Dance Revolution:
Areku
The Plushie Panel:
Mhisani Leo
Anthropuppy
Secrets of a Small Press:
Tim Susman
Jeff Eddy
Super Smash Brothers Brawl Tournament:
Yeno
Dark Raccoon
Keenora
Fanzines - Then and now:
Watts Martin
Tim Susman
Video Game Developers Roundtable:
Shadowfox
Thygrrr
Comic Book Illustration:
Steve Gallacci
Furry Music Café:
Eisfuchs
BigBlueFox
Horror Writing:
ANTIcarrot
Between Wolf and Dog:
Altair
Rage – The Werewolf Card Game:
Thygrrr
Acting in Fursuit – Performance Workshop:
FurbleFox
Frost-T-Wolf
Fursuit Builders' Roundtable:
Tioh
Furvan
The origin of the Fandom:
Steve Gallacci
Watts Martin
Book Signing - Kyell Gold:
Kyell Gold
The Cartoon Roundtable:
Henrieke
Karpour
Yamavu
Lucid Dreaming:
nifelan
Karakina
Furries in Video Game History:
Yeno
Writing Seminar – Memorable Characters:
Watts Martin
Tim Susman
The impact of modern technology on animal welfare:
Rhondil
Creating Albedo:
Steve Gallacci
Parallel Worlds – The Future:
Ozone Griffox
BlankHare
Fursuit Parade:
Mystifur
Massage and Relaxation:
Leo_Ren
Advanced Fursuit Construction:
Lance Ikegawa
Digital Illustration & Image Processing:
The Werewolf
Writing for Comics:
Steve Gallacci
Basic Dance Moves:
Zaroi Viverra
DJ Miyabi
Book Signing – Watts Martin & Tim Susman:
Watts Martin
Tim Susman
The Second Life Party:
Akeela

We also wish to thank our volunteer paramedics, who are always around to help sick and injured furs...

...and of course everybody who lent a paw on this convention to make it possible. Even if you're not specifically mentioned here, we appreciate your assistance.